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GAME BOY X MAGAZINE

EXCLUSIVE REVIEW!

SUPER STREET FIGHTER II TURBO REVIVAL

Can the king of beat-'em-ups cut it on the Advance? Find out inside...

POKÉMON CRYSTAL

TEN copies of **Pokémon Crystal** with **CELEBI** ALREADY CAUGHT must be won!

COMPETITION



**EXCLUSIVE
GAMECUBE
IN ACTION!**

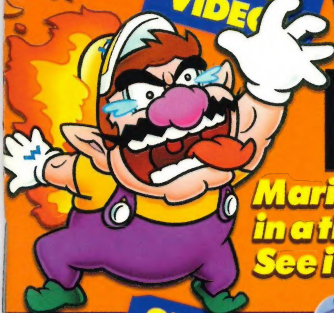
First ever video footage of the GameCube in action! Seven blockbusting games on show...



**ON THE
VIDEO**

WARIO LAND 4

Mario's evil alter-ego comes to the Advance in a thrilling platformer. See it in action...



ON THE VIDEO!



The World of the GameCube

EXCLUSIVE videos of seven sizzling GameCube games! Check out Luigi's Mansion, Star Fox Adventures, Super Smash Brothers Melee, Eternal Darkness and more!

ON THE VIDEO!

PLUS...

- Fortress**
Kuru Kuru Kururin
Street Fighter
Alpha 3
Razor Freestyle
Scooter
Golden Sun
and more!

ON THE VIDEO!

Mario Advance 2

Super Mario World hits the GBA! It was the greatest platformer on the SNES, and could now take the title on the Advance!

WWF Betrayal

The wrestlin' dudes from the WWF do the Double Dragon thang? Is it any good? Watch and see..



REVIEWED: WARIO LAND 4 • SUPER STREET FIGHTER II TURBO REVIVAL • LADY SIA • ADVANCE WARS • JURASSIC PARK III: PARK BUILDER • WENDY: EVERY WITCH WAY • WWF BETRAYAL AND MORE!

GAME BOY GAMES THAT ARE OUT OF THIS WORLD!

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Painter

ARCADE PUZZLE GAME

88%
GBX
Magazine



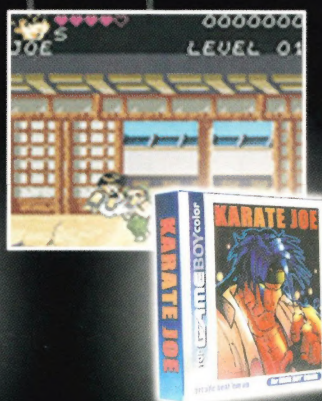
SPAZZ Invasion

ARCADE SHOOT 'EM UP



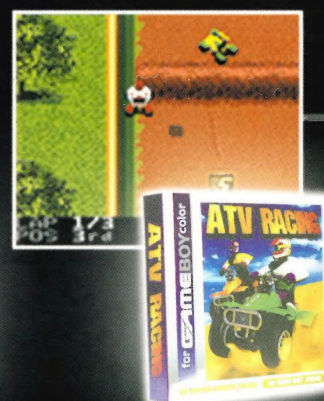
KARATE JOE

ARCADE BEAT 'EM UP



ATV RACING

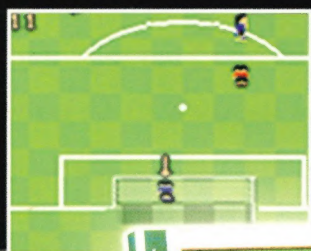
ALL TERRAIN VEHICLE RACING



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FALLTIME

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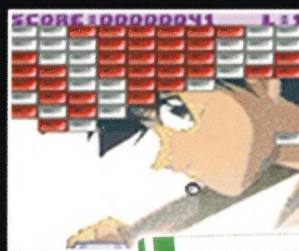
BASKETBALL GAME



MEGA VALUE DOUBLE PACK

POCKET SMASH OUT

ARCADE GAME



Race Time

RACING GAME



MEGA VALUE DOUBLE PACK



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LOCK 'N' LOAD

We've Seen the Future...

10

We all know the Advance and the forthcoming GameCube link up, but how? And why? Find out in our exclusive feature...

18 Wario Land 4

It's new, it's exclusive to the Advance and it scored the highest mark we've ever handed out. Find out why on Page 18...



Action Replay GBX on the Cheap!

42

You've heard us ravin' about how good Dattel's Action Replay GBX is. Now you can find out for yourself and save a fiver into the bargain!



Pokemon Crystal Competition

39

Want a copy of Pokémon Crystal? 'Cause ya do! Want to win one with the hidden monster, Celebi, already installed? Tootle over to Page 39...



Time to take it away with another sizzling issue of Game Boy Xtreme magazine...

REGULARS

The Firing Line

04

We've some really great games coming in the run-up to Christmas. Find out what's in store...

Feature: We've Seen The Future...

10

The future's looking bright. We take a look at what Nintendo's got in store for us in 2002...

Posters

33

Sexy posters of Super Street Fighter II Turbo Revival and LEGO Bionicle.

Readers' Survey

35

What do you think of GBX? Now's your chance to let us know...

The Kit Bag

40

Cool and crazy gadgets and toys from around the world.

A Piece of the Action

42

Want an Action Replay GBX? Want to save a fiver? Want a fistful of Action Replay codes? You know where to look...

Return Fire!

44

More of your luscious letters, merry missives and ace artwork.

Action Tips

47

Fed up of losing your game cheats? Cut out our Action Tips coupons and keep 'em in the box with your game...

Solution: Rayman Advance, Tomb Raider CotS

51

We bust Rayman Advance wide open and continue the saga of Tomb Raider: Curse of the Sword...

On the Shelves

60

So many games, so little time - we sort the wheat from the chaff.

Next Month

66

What's in store for you in next month's GBX? Find out on Page 66.

REVIEWS

Game Boy Advance

Advance Wars	22
ESPN Final Round Golf	26
F-14 Tomcat	27
Fortress	20
Jurassic Park III: Park Builder	21
Lady Sia	25
LEGO Bionicle	24
Super Dodgeball Advance	23
Super Street Fighter II Turbo Revival	16
Wario Land 4	18

Game Boy Color

Disney's Atlantis	38
Keep the Balance	38
M&Ms Mini Madness	32
Stuart Little: The Journey Home	37
Wendy: Every Witch Way	31
WWF Betrayal	37

THE FIRING LINE



The Game Boy's own sharpshootin' sheriff is back, with more hot news from around the world!

SAKURA SAYZ



Hey, readerz! Ya heard about the GameCube? It's

Nintendo's ace new console that hits the shelves in the Spring over here! But why am I tellin' ya this in a Game Boy mag? 'Coz it links up with the Advance, that's why! With some gamez, ya can use the Advance as a hand controller, and others offer mini-gamez ya can

load into ya GBA and take away. It's not worth buyin' a Cube unless its main gamez are good, though. That's why we got some exclusive footage of the gamez in motion on this month's Action GBX. Inside the mag, there's a top feature on how the Advance interfaces with the GameCube and what the dynamic duo of consolez can do, along

with some fresh new gadgets from Nintendo. And, of course, the inevitable winge about the machine comin' out in Japan six months before we get it. Still, this ain't the time to be angry. We've seen the future, and jeepers! It's lookin' kewl!



Sakura

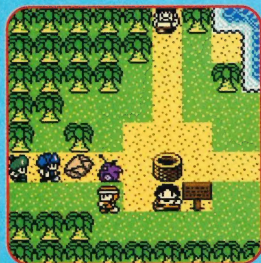
DRAGON WARRIOR MONSTERS 2

The monster-gathering mayhem continues...

COLOR PREVIEW

Nintendo is larging it on the Advance in the run-up to Christmas, but the good old Game Boy Color isn't being neglected. The Pokémon-inspired *Dragon Warrior Monsters* series continues with two new games, *Dragon Warrior Monsters 2: Cobi's Journey* and *Dragon*

Warrior Monsters 2: Tara's Adventures, featuring over 300 monsters to collect. The games follow brother and sister Cobi and Tara, and like the Pokémon parings of Gold/Silver and Red/Blue, follow the same plot and environments but offer different monsters to collect. Linking the games together opens new secrets, monsters and worlds. Having moved to the island of Great Log, the kids find their adopted homeland is sinking. Only they can find the magical keys to save the island. No UK release date has been set for this one, but it's due in the States for Christmas.



SABRE WULF

Out with the old, in with the older?

ADVANCE PREVIEW



To tell you the truth, when we first saw this one at the Nintendo Show 2001 in London, we weren't all that impressed. It looks too much like an old Amiga game, but as it's an update of a very old Spectrum game, perhaps this is a blessing.



Like the Speccy original, *Sabre Wulf* on the Advance sees you exploring the jungle, leaping around a lot and solving puzzles. Also like the original, it's viewed in a 3D isometric perspective. However the original was ground-breaking and innovative. Time will tell whether this quality has been preserved.



GUN VEHICLE

Mad Max, eat yer heart out...

We covered this one in last issue's original games feature, but only now have we got any decent visuals for it. *Gun Vehicle* is a car combat game in the *Battlecars/Vigilante 8* mould. It has a single-player RPG mode and features two- to four-player link-up action. In RPG mode, the player wanders into a strange town, collecting information and getting himself a job. This could involve entering races, hunting down villains or making a delivery. Needless to say, they all involve driving and blasting, the game's key components. Money earned by going on jobs can be used to upgrade your machine. Over three million combinations of chassis, bodies, weapons and engines are available. Car combat games have never really shone on any

ADVANCE PREVIEW



system, but maybe *Gun Vehicle* will break the mould. We'll find out when it's

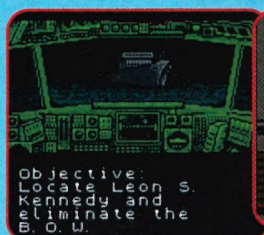
released around Christmas, but one thing's already certain. In these cars, you'll never get caught in rush-hour traffic.



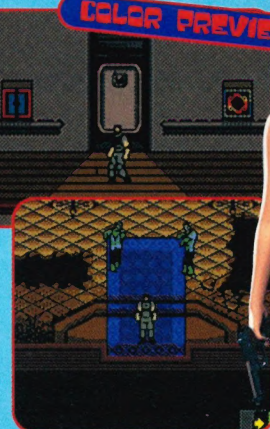
RESIDENT EVIL GAIDEN

Capcom's chilling survival horror outing comes to the Color...

COLOR PREVIEW



Who'd have thought it? A Resident Evil game for the Game Boy Color, and it isn't a lazy platformer with zombies or a bog-standard sideways-scrolling shooter. *Resident Evil Gaiden*, a Game Boy-exclusive adventure starring series stalwart Barry Burton, boasts revolutionary action adventure gameplay. The plot's simple enough. While on a special mission aboard the infested Starlight pleasure cruiser, Barry must locate and destroy the dreaded source of all the



undead creatures, the B.O.W. (Bio Organic Weapon). So what's revolutionary about it? Well, the combat system for starters. You explore using a behind-the-character cam, but in close combat, the action transfers to first-person mode where timing is

everything. Perplexing puzzles are spread through ten different environments, including a submarine and four decks on the ship. There are over 100 rooms in all. With three unique characters and some of the most complex AI ever seen on a Game Boy, this one's shaping up to be something special. Judging by the preview version we played, it's definitely worth looking out for when it hits the shelves this Winter. Expect a full review next month.



MECH PLATOON

Fast, furious and - familiar?

ADVANCE PREVIEW

Kemco's *Mech Platoon* is the first real-time strategy game for the Game Boy Advance. That's right - real-time strategy. In other words, it's a *Command & Conquer* clone. Before you can control a planet, you need to build an army by finding resources and developing a secure base. While traditional real-time strategy games make you mine and refine, *Mech*

Platoon commanders can salvage parts off of abandoned or destroyed enemy units and build their own distinct secret weapons. The battles are fought with machine soldiers - Mechs. You have the option to expand your forces by completing the campaign missions, and you can tackle human opponents with a four-player link too.



This one hits the shelves on 23rd November, so we should have a review for you next month.



FAAAALL IN!

GameCube's really hotting up, but what games would our team like to see take advantage of the machine's GBA link-up?



IAN OSBORNE

How about a sports sim with training games to download to the GBA? For example, a boxer might need some gym time. GBA training games could boost his bag skills, speed, punch and more. Then, of course, you upload again and update your stats in the main game...



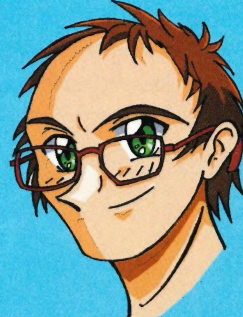
JAMIE WILKS

I'd love to see a *Castlevania* game similar to the PlayStation's *Symphony of the Night* on the Cube, and this could definitely use the GBA to browse your inventory. Maybe items could even be transferred over from *Circle of the Moon*!



JOHN HAGGERTY

Hmm. So many games could take advantage of this. When playing a head-to-head against a friend, you could make tactical changes without them getting to see what you're up too. The GBA could also be used as an extra screen for information on a flight simulator.



SIMON BREW

It's unclear yet whether this is just a gimmick. Still, I love the idea of using the GBA as a tilt-sensitive controller. It'd be cool if in a GameCube *Mario Kart*, instead of moving a stick to turn your kart, you just tilted your GBA one way or the other. Until I see it, I think I need some convincing.

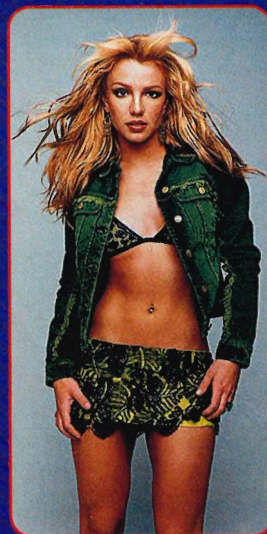


OLIVER LAN

Let's have a multiplayer RPG, in the style of that old classic *Diablo*. The GBA can show your health, your items and your spells, leaving loads of room for the game. And going head-to-head with hidden strategies would be awesome!

THQ WORK ON BRITNEY GAME

Believe it or not, THQ has signed an exclusive deal with Britney Spears, and plans to bring the pouting popster to the Game Boy Advance in a series of games. The first Britney 'blockbuster' is due in Spring 2002. God help us...



MARIO KART FAILS TO MAKE CONNECTION

It's no great surprise, really. The Japanese version of *Mario Kart Super Circuit* cannot be linked with the UK game to swap data or compete in multiplayer matches. If you've got more than one copy of the Jap version you can compete in unrestricted multiplayer games, but if you've got the UK game and your mate's is Japanese, you're out of luck. Sorry...



INTERNATIONAL SUPERSTAR SOCCER ADVANCE

ADVANCE PREVIEW

He shoots, and he scores...

It's due in December 2001, it's the Game Boy Advance debut for what is arguably the most playable soccer franchise ever - now you know as much as we do. The screenshots look so good we just had to show you them, but stay tuned for a proper preview next month.



UBI SOFT MOTORS ONTO THE ADVANCE

ADVANCE PREVIEW

TOCA and Colin McRae debut on the GBA...

In a move that will delight all driving games fans, Ubi Soft is motoring away on two driving games for the Advance. *TOCA World Touring Cars* is based on the incredible GT-class racer that graced the big consoles last year, and *Colin McRae Rally 2.0* is the mud-spattered conversion of one of the

greatest drivers ever. Both franchises made it onto the Game Boy Color last year, and put in an incredible performance. If similar care and attention is lavished on the GBA versions, they could prove to be the games against which all other racers are measured.



WENDY

COMPETITION

A WINNER EVERY WITCH WAY!

She's cute, she's feisty and she's upside-down! Wendy the wonder witch is storming onto the Game Boy Color as fast as her broomstick will carry her. Her handheld debut, *Wendy: Every Witch Way*, scored an impressive 81% this very issue and we've got five copies to give away! To stand a chance of winning, just answer this simple question:



Q What do witches ride?

A Buses **B** Donkeys **C** Broomsticks

When you think you know the answer, ring our Competition hotline on:

09064 701721

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only, and lines close at midnight on 8th November 2001. The editor's decision is final and no correspondence will be entered into.

CRAZY CHASE

Crazy clown capers coming to the GBA...

According to publishers Kemco, 'Crazy Chase is an action-packed game with 16 stages'. So far, so good. 'While following asymmetrical parcours', they continue, 'Kid Klown has to evade traps, creatures and nasty surprises by jumping, roller-skating and using special items'. It sounds like a platform puzzler to us, but what are 'asymmetrical parcours'? The mind boggles...

Crazy Chase is basically a remake of the 1994 SNES game, but 11 of its 16 levels



are exclusive to the Advance. Look out for hidden items, bonus areas and four mini-games - Air Hockey, Darts, Punch-the-Mole and a yet-unnamed ball game. Expect it early next year.



MICROIDS GAME BOY AVALANCHE

Four games on the way, with more to follow...

Microids explodes onto the Game Boy scene later this year with four games in the pipeline, and more to follow later.

Casper the Friendly Ghost makes his Advance debut in a cute float-around. On the Color there's The Fish Files, a surreal adventure that looks incredible - just like a

LucasArts game. The New Addams Family, also on the Color, boasts similar hi-res graphics and a wealth of characters. Finally, Fort Boyard looks set to offer some very standard platform action, and is, to be honest, the worst of the four. No doubt more games will follow in 2002.

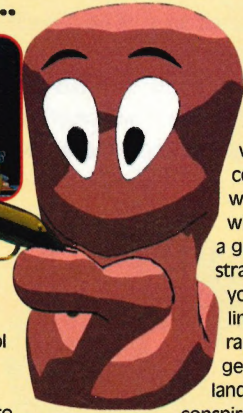


WORMS WORLD PARTY

The wriggly warriors return in an all-new blast...



Due for release late October, Worms World Party takes the series a quantum leap forward. Players control a customised squad of four worms and lead their wriggly heroes into battle against rival factions controlled by the CPU or friends. Using a selection of weapons including shotguns, Uzis, grenades and rocket launchers, the aim of the game is quite simply to



destroy the enemy. However, differing weather conditions where blustery winds can send a grenade straight back at you, strict time limits and randomly-generated landscapes all

conspire against you!

Worms is huge on every computer and console, and it's going to be huge on the Game Boy Advance. If they get it right, it could be the ultimate in multiplayer mayhem.



GAMES SITES MOURN WTC DEAD

Several Internet games sites temporarily closed as a mark of respect for those killed in the World Trade Centre terrorist attack on 11th September. The Gaming Intelligence Agency offered a blank screen with only a link to The Penny Arcade site, pictured here, which offered a message of sympathy.

WE DON'T FEEL MUCH LIKE TALKING ABOUT VIDEOGAMES RIGHT NOW.

THOUGH WE DON'T KNOW WHAT GOOD IT WILL DO, WE'D LIKE TO OFFER CONDOLENCES, PLACE, AND MORE TO THOSE WHOSE LIVES ARE INTERSECTED WITH THIS ABSOLUTE GOD DAMNED NIGHTMARE.

© 2001 The Penny Arcade Game

SCRATCHED SCREEN? NO PROBLEM...

Now here's a peripheral we'd love to see officially released over here. For a mere four dollars in the States (around £2.75), you get a replacement screen for your GBA and a tool to remove the old one. Just apply the sticky widget onto your scratched screen, pull it off and replace it with the new one. Peel back the plastic covering protecting your new screen against scratches in transit, and your Advance is as good as new!

We've not seen any in the UK, but we reckon an enterprising importer's bound to bring a few over.



BRICK-BUILDING BIONICLE BONANZA!

Is LEGO the greatest toy of all time? It may well be! It's fun for all ages, and versatile too – you can make anything you like out of the starter packs, and there's a wealth of great kits that let you create space ships, boats, buildings – and robots! That's right – the new LEGO Technic Bionicle range lets you build the stunning robots found in LEGO Bionicle on the Game Boy Advance. What's more, we've got 18 of them to give away! That's right – nine lucky winners will each take home two droids from the Bionicle range. To stand a chance of winning, just answer this simple question:

Q: With LEGO, you build using what?

A: Paper straws

B: Square cards

C: Plastic bricks



Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only, and lines close at midnight on 8th November 2001. The editor's decision is final and no correspondence will be entered into.

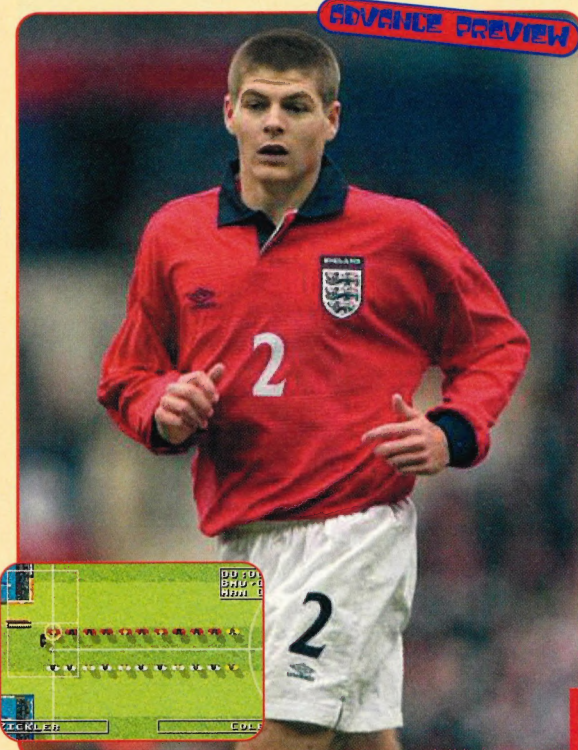
When you think you know the answer, ring our competition hotline on:

09064 774484

STEVEN GERRARD'S TOTAL SOCCER 2002

Another Premiership contender for the GBA footy cup.

Ubi Soft has signed Liverpool and England hotshot Steven Gerrard for the forthcoming Advance opus, *Total Soccer 2002*. The game, now inevitably dubbed *Steven Gerrard's Total Soccer 2002*, was on display at the Nintendo Show 2001 last month. Its top-down perspective worked really well and putting together passing moves soon became instinctive, but it needed a little more speed. We'll let you know whether it got it next month.



ADVANCE PREVIEW

PHALANX

Fast-firing retro action!

If there's one thing the Game Boy Advance really needs, it's a happening blaster. *Phalanx*, which hits the shelves this November, might just fit the bill.

Set in the year 2269, *Phalanx* is not a typical action arcade shooter. While many blasters are dumbed down and offer minimal challenges and limited replay value, *Phalanx* is specially designed to push players to the extreme limits of their gaming skills. Even if you don't have genetically augmented reflexes, you can still save humanity by adjusting the game difficulty to a level



that best suits your ability. It's got a seriously retro attitude, but so what? 2D games have a lot to offer, and the Advance is proving it. Bring 'em on...



OVERSEAS NEWS

Our very own globetrotting gun gal brings you more crazy carts from lands afar...



BEATMANIA/DANCE DANCE REVOLUTION



Ya wouldn't believe it, would you? These neat lil' music numbers from Konami are only available in Japan at the moment, but ya might find 'em in ya local import emporium. They're Game Boy Color conversionz of the popular **Beatmania** and **Dance Dance Revolution** titles that appeared on the PlayStation a few yearz back. You play by tappin' out key sequences in

time with the muzak, makin' your guy dance in rhythm. They're not to everyone's likin', but they have a cult followin' on the big consolez, and are doin' just as well on the lil' ol' Color in Japan. Also, check out the neat add-on which makes it easier to dance your fingerz over the controlz. Fishin' fanz should cast a line for **Super Black Bass 4 Advance**, a kewl Japanese anglin' sim where you

attempt to reel in loadsa different fish usin' a variety of lures and traps. It's developed by anglin' gamez veterans StarFish, so expect depth. There's loads of instrumentation and info to check out, like weather conditions, depth maps and radio fish reports. Pay attention – ya need to know where to anchor ya boat and cast in. It's a solid game, and not impossible for non-Japanese speakerz, though

less patient Advance anglerz should wait for a Yank version.

Were Comes the Sun

There's no point buyin' **Golden Sun (Ougon no Taiyo)** until they translate it into English, but it's lookin' soooooo kewl! I just haveta tell you about it. It's by the Japanese developer Camelot, who found fame and fortune on the GBC with **Mario Tennis** and **Mario Golf**, but their roots lie in RPGs such as the Sega saga **Shining Force**. It's to their roots they return with the incredible **Golden Sun**. A young Earth Energist called Robin must save his

village from an ancient evil. He soon recruits Ivan the wind elementalist, Mari the water elementalist and Gerald the fire fighter. So you control four guyz, then? Maybe not – the game featurez co-operative and competitive multiplayer action using the link cable, so each elemental can be run by a different player. Camelot boasts the game's non-linear too. Instead of followin' a set path through the plot, there are many ways through the game, giving it great replay value. The Japanese version of **Golden Sun** uses the mobile phone adapter, but we can forget gettin' that over here. The developerz promise the game will also link up with a forthcomin' GameCube release too, but they ain't sayin' how. Once again, there's no point buyin' this on Japanese import if ya can't read the text screenz, but it's lookin' real sumptuous and has taken Japan by storm. Keep ya eyes peeled for the UK or US release...

Sakura

GOLDEN SUN (OUGON NO TAIYO)



SUPER BLACK BASS 4 ADVANCE



We've seen

The Fu



...and it WORKS!
Find out what happened when Nintendo showed off its next-gen wares in Tokyo and London.



Trust Nintendo not to rest on its laurels. With the Game Boy

Advance sweeping the world and breaking all records for console sales, you'd think the big 'N' would take a well-earned rest. Instead, the greatest games company in the world is powering ahead with more great machines. The GameCube is a next-gen console that outstrips the PlayStation2 for sheer power. It also links with the Game Boy Advance, using the handheld as a hand controller and taking advantage of the small

David Gosen Speaks...

David Gosen, Nintendo Europe's Managing Director of Sales and Marketing, delivered a keynote speech at the London trade show. "We're in a period of transition", he said, "and transitions can be tough, but Nintendo is going from strength to strength. The Game Boy is 11 years old, but still

shifts more games than the PS2. *Pokémon Yellow* is the fastest-selling videogame ever, and Gold and Silver sold two million copies in two days. "Worldwide, the Game Boy Advance is the fastest-selling games console EVER. In Europe, a GBA has been sold every five seconds since its launch. And it won't wipe

out the Game Boy Color either. Since the GBA was launched, sales of the Color have INCREASED! The GBC will now be repositioned to appeal to the younger gamer, while the GBA is aimed at teenagers and older". According to Mr Gosen, Nintendo intends to have 40 Advance games on the shelves by Christmas.



screen as well as the main TV picture. The Card-e Reader looks set to revolutionise the world of trading cards, and the Pokémon Mini proves those pocket monsters are still going strong after all

these years. To show off its great range of forthcoming games and gadgets, Nintendo organised dynamic shows in Tokyo and London. GBX attended both...



★ The new *Sonic the Hedgehog* for the Advance contains a bonus surprise for GameCube owners.

ture...

Miyamoto Magic!

Nintendo's chief games designer, Shigeru Miyamoto, couldn't attend the London show as he was busy putting the final touches to the GameCube games. However, his demonstration of *Kuru Kuru Kirby* in Japan was played on video. It looks great too. Miyamoto's latest projects include *Super Mario Advance* and *Mario Kart Super Circuit* on the GBA, and *Luigi's Mansion* and *Pikmin* on the GameCube. Great games – no wonder he's regarded as the greatest videogames designer in the world...



N I N T E N D O
G A M E C U B E™



On Show

So what was there on display to get excited about? Well for starters, Nintendo had a range of GameCube games on display for the first time ever. They look fantastic too – check out this month's edition of Action GBX to see them in all their glory. Of course, what you really want to know about is how the GameCube

connects with the GBA and why you'd want to do this anyway. And we're gonna tell ya... At the shows, Nintendo lifted the lid on the interaction between the GameCube and the Advance – but only slightly. We've seen it in action and we know how it works, but there's still precious little info available on what games will take advantage of this function and how

the small screen will help. Sure, we got to see videos of a couple of games in action, namely *Kirby* and *Animal Forest*, but apart from that, info is rarer than a popular dentist. But here's what we do know... The forthcoming *Sonic the Hedgehog* platformer, *Sonic Advance*, is to contain a wee surprise for lucky GameCube owners. Just like the Dreamcast's *Sonic Adventure 2*, the

forthcoming GameCube *Sonic* title offers a bonus mini-game. This lets you raise chaos creatures on the Game Boy Advance, then transfer them back into the main game. It's called *Chaos Garden Advance*. But what else is possible? Well, there's bound to be a *Pokémon Stadium*-type game which lets you use Poké-creatures from the forthcoming *Pokémon Advance*. American football games will benefit greatly – at last you can

pick your plays without your opponent seeing what you're up to. A *Zelda* or *Tomb Raider* game could use the small screen for a map or a compass, and you could play card games or *Scrabble* on the GameCube without revealing your hand to fellow human players. But then, if you actually want to play card games on a GameCube, you're very sad. Buy a pack of cards and get a life!

Satoru Iwata Speaks...

Nintendo Director Satoru Iwata flew over from Japan to deliver a speech at the London show, outlining Nintendo's plans for next year. "Nintendo is a games company, not a technology

company", he said. "There's more to gaming than just bigger and better machines. It's the gameplay that counts. That's Nintendo's philosophy. "Nintendo has great plans for 2002. Our next-gen

trading cards contain dot matrix barcodes that can be scanned by the GBA's Card-e Reader. Pokémon is only the first step – other Card-e Reader games will follow. "In the Spring of 2002 we will release Pokémon Mini, a tiny console a quarter of the

size of the GBA. These include shock sensors and infra red connectivity, and offer a black and white LCD screen. Four game carts will be available at launch. "Also in the Spring, the GameCube comes to the UK, with a brace of great launch titles."



Plug 'n' Play

As you can see from these pictures, Nintendo has redesigned the plug that fits into the GBA since Issue One of GBX. The original version, below, looked much like the multiplayer link cable, but this design has been abandoned in favour of a much meatier connector, right.



Weird Workings

So how does it all work? Well, the GBA is linked to the GameCube using a special link cable (not the same one you use for multiplayer games). The GameCube sends a small software program to the GBA down the cable. In the case of small

Sonic-style bonus games, they're small enough to fit in the GBA's own memory – the Advance can then be disconnected from the GameCube and carried away. You can't switch off the Advance without losing the game, but you can put the machine into 'Sleep Mode' to save on batteries. When you've finished, the game can be re-sent to the GameCube and saved,

which is just as well. If you play another GBA game, the stored mini-game is lost. Of course, the main limitation when using the GBA as a hand controller as opposed to uploading mini-games from the Cube is its lack of buttons. The GBA has a simple D-pad, two standard buttons and two shoulder buttons. Is this enough for modern console games? After all, the GameCube controller has two analogue sticks, a D-pad, four standard buttons and three shoulder buttons. That's a problem programmers will just have to deal with, and boy, do we look forward to seeing how they manage. The future starts here...

Ian Osborne

Kuru Kuru Kirby



The great Shigeru Miyamoto demonstrated *Kuru Kuru Kirby* at Nintendo's Tokyo show, and a video of the demonstration was played in London. The game looks incredible. It comes supplied with a pink cartridge which you plug into your GBA. This contains a tilt sensor. You control the cute lil' critter by tilting your Advance. Imagine rolling a marble on a tray by rocking and tilting it – the game works like that.

If Kirby falls off his mid-air platform, he lands in the Game Boy Advance, and you continue playing on the small screen until you find a spring and catapult him back up to the telly. Wowzers! What an exciting and original way to combine the Cube and the Advance. Needless to say, you need both consoles to play the game.

Animal Forest Plus

Another forthcoming GameCube game that links with the GBA is

Animal Forest Plus. When playing the game using a GBA as a controller, players can send the game's chief character to a secret island location. This island is played out on the small screen.

Also, textures can be designed on the GBA and ported back into the Cube. They can then be displayed as wallpaper in certain areas in the game.

Card-e Reader

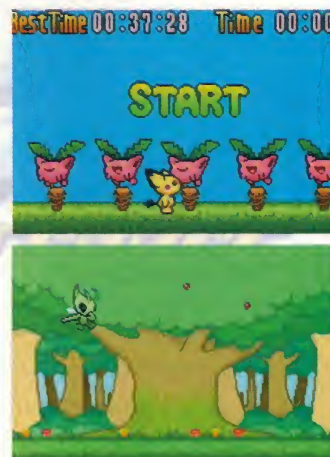
The Card-e Reader is a fascinating device finally unveiled in Tokyo and London. It's a machine that fits in the GBA cart slot and is used to read digital information from special trading cards. The info is printed in dot matrix form along the left and bottom sides of the card.

When scanned, it could offer a picture, a movie or even a mini-game.

Some treats require more than one card to be scanned. For example, you may need two or three cards to access a certain game or animation, offering an added incentive to collect 'em all.

The first game to get the Card-e Reader treatment is, of course,

Pokémon, but more will follow. Imagine an RPG where health and equipment is won by scanning cards, or a sports sim where players can be added to your team in this way...



Pokémon mini



The Pokémon Mini's really cute. It's a quarter of the size of a GBA, but still includes shock sensors and infra red capabilities. The screen is black and white, and a much lower resolution than the original Game Boy.

Four game carts will be released with the machine in Spring, 2002. *Pokémon Party Mini* tests your armchair athletic powers as you try to run faster, jump higher and throw further than your rivals. *Pokémon Pinball Mini* offers 90 pinball stages and three modes, while *Pokémon Zany Cards* is a collection of card games. Finally, *Pokémon Puzzle Collection* is a fun-filled package of 80 puzzles.

Pokémon Mini isn't for the serious gamer, but as a cheap and convenient way to while away a spare moment or two, it's pretty cool.



Why the Wait?

The GameCube is already out in Japan and due in November in America, so why do we have to wait until Spring of next year for ours? We asked several Nintendo representatives about this, and no one seemed able to explain it satisfactorily.

Responses ranged from 'It's always the way, isn't it?' to lame excuses about Nintendo waiting until they've a fistful of really great games ready and enough consoles for everyone before launching. Nintendo doesn't want to make the same mistake as Sony, whose PS2 console launch was cursed by a lack of machines and too few decent games to play on them. However, Japan had a brace of fit games ready for launch – why does it take six months to get them onto our shop shelves? Beats us...

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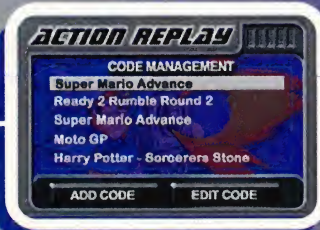
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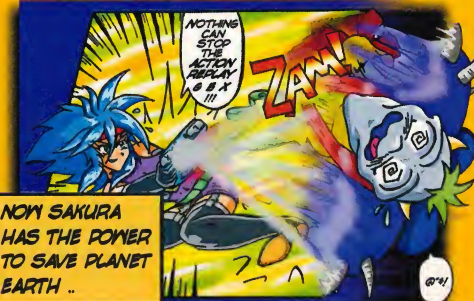


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IT WON'T GET IN THE WAY OF YOUR GAMING!

DATELTA CITY, IS UNDER ATTACK... WHO CAN SAVE PLANET EARTH NOW?



NOW SAKURA HAS THE POWER TO SAVE PLANET EARTH..

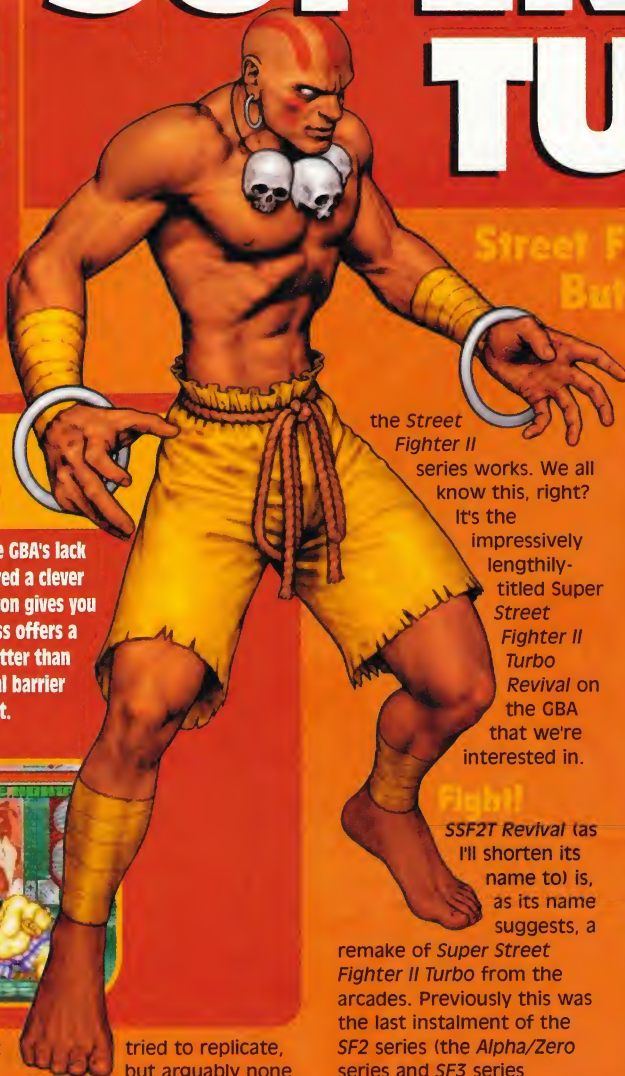


If you use the popular Ryu or Ken, Light Dragon Punch is a great counter move and can get you out of many a close-up scuffle.



DAMAGE:£34.99
ON SALE:OCTOBER 2001
WHO:UBI SOFT
TYPE:BEAT-'EM-UP
NO OF PLAYERS:1-2
SAVE SYSTEM:BATTERY BACK-UP

SUPER STREET FIGHTER II TURBO REVIVAL



Button Deficiency

For those of you worried by the GBA's lack of buttons, Capcom has employed a clever system whereby tapping a button gives you a Light move, and a longer press offers a Medium. This works much better than you might expect, and is no real barrier once you get your head round it.



Everybody has played at least one of the many versions of *Street Fighter II*, right? It's the game that defined the fighting genre when it first hit the arcades, and had a huge influence on other games for many years to come. But that was a decade ago now. Can it really still cut the mustard? Oh, most definitely. *Street Fighter II* has a unique gameplay balance and style that many games since have

tried to replicate, but arguably none have ever matched it. No other fighting game has *Street Fighter II*'s level of depth and playability. The characters are so well balanced it's not just a matter of combo vs combo like *Tekken* and its clones. Every move has its strengths and weaknesses, and can potentially leave you open to attack just like a real martial art. But enough blab about how

the *Street Fighter II* series works. We all know this, right? It's the impressively lengthily-titled *Super Street Fighter II Turbo Revival* on the GBA that we're interested in.

Fight!

SSF2T Revival (as I'll shorten its name to) is, as its name suggests, a remake of *Super Street Fighter II Turbo* from the arcades. Previously this was the last instalment of the *SF2* series (the *Alpha/Zero* series and *SF3* series succeeded it), and included 16 fighters, the eight from the original *SF2*, the four bosses from *SF2* Championship Edition and the four new fighters from *Super SF2*. *SSF2T* added some subtle new moves to the game, allowing for more counter-attacking, and also added the super-combo bar, now much copied by other fighting games. *SSF2T Revival* includes all of these



Hungry, Blanka?



features, plus a whole host of new stuff just for the GBA. Firstly, several characters have had their stages totally revamped. Ryu and Ken's much-dated stages, which have previously been largely untouched since the original *SF2*, have been completely redone. Ryu keeps his shotokan dojo themed backdrop, while Ken moves from the docks to an American city street. Guile's stage also gets the treatment, as he moves to a seaside stage with a Harrier jump jet in the background, as does Balrog with a revamped Las Vegas stage that lacks those

dancing girls! Booo! The evil Bison himself is the last character to get a stage revamp, with his giant gold statues and bell replaced with a much more dark and moody Thailand stage.

Perked!

But it's not only cosmetic changes. Several characters have new moves added to their repertoire, albeit mostly dashing and overhead moves designed to give them better counter-attack abilities. Also, the CPU opponent AI of several characters has been totally rewritten! Gone are the days when Guile sits back and tries to bombard

Link-up Larks!



Unfortunately *SSF2T Revival*'s two player Link-Up Mode requires two copies of the cartridge to play. It's well worth it, though. Nothing matches the sheer joy of Perfecting your mates with that deadly Dragon Punch combo! Just remind him not to launch his GBA out the window when he loses! Ouch!





Watch how your opponent fights and learn when to strike. Every character is open to attack during or after certain attacks.

IEWS

STREET FIGHTER II REVIVAL



Zero-gravity disco...



you with sonic booms. Now he fights much more aggressively, coming forward with evil little Medium Kick and Punch combos that give you little time to think. The boss characters are also now far harder to predict, with

Sagat and Bison using a host of new tactics that make them fight in a much better-balanced manner, though they're just as tough to beat as before. As for character endings, all the graphics are totally new, even if the storyline outcomes remain the same for most fighters. Throw in the Practice Mode and Bonus Stage challenge modes, not forgetting the superb two-player Link-Up Mode, and it's obvious that

this is no quick money-making conversion by Capcom. This is a serious addition to the Street Fighter series and an excellent title on the GBA. The classic Street Fighter gameplay is still there and it's just as much fun to play as ever. Younger gamers who haven't played the Street Fighter series much before are in for a real treat, whilst older gamers may well be surprised by how good Street

Fighter still is. *SSF2T Revival* is an excellent fighter which is totally unmatched on the GBA in all

departments. Until *Street Fighter Alpha 3*, that is...

James White

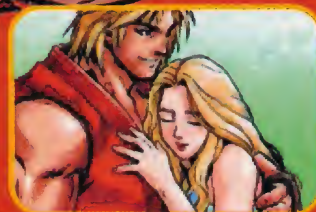


Names Trivia

There's often confusion over Street Fighter 2's character names. When the original SF2 was first exported from Japan, they feared that the suspiciously-named boxer M Bison could get them into legal trouble with Mike Tyson. Name-swapping followed, and we were all doomed to scratching our heads forever more. Is that Vega or is it Balrog? Who can tell...



Cool new stages.



Xtreme Rating

Uppers

- + Classic gameplay.
- + New moves, stages, features.
- + Two-player link mode.

Downers

- It's still Street Fighter 2.
- Link mode needs two carts.

Summary

An excellent version of Street Fighter 2. The graphics and sound are impressive, and there's plenty of new features.



90%



Create a second save game at the end of the first level. Use this to repeatedly practise the mini games and get uber good at them. Very useful for your main game!



DAMAGE:£34.99
ON SALE:16TH NOVEMBER 2001
WHO:NINTENDO
TYPE:PLATFORM GAME
NO OF PLAYERS:1
SAVE SYSTEM:BATTERY BACK-UP

WARIO LAND 4

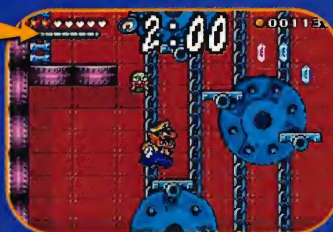
Super Mario Advance wasn't the all-new Mario game we hoped for. Jamie finds out if Nintendo have fixed things with Wario Land 4...

Yum-Tastic Graphics!

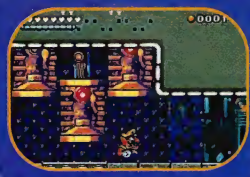
Wario Land 4 looks absolutely brilliant. Wario himself has been lovingly animated. The levels are brilliantly drawn, each having a very unique look and theme. The monsters are also incredibly diverse in appearance, and also fit in with each world theme. This is easily the most graphically impressive game on the Game Boy Advance to date!



Each level has a unique theme.



So was Super Mario Advance was a bit of a let down? It was a great game, but for those who had already played Mario Land 2, it was pretty-much old hat. Could Wario Land 4 be the defining Game Boy Advance platformer we've all been waiting for? The storyline goes something like this. A giant golden pyramid has mysteriously appeared, so Wario dashes off to loot the place. Along the way he must defeat each of the four Pyramid Guardians in order to maximise the swag he can



grab before facing the final mystery boss. Suitably insane for a platformer, then! For his new outing, Nintendo has kitted Wario out with a whole host of new moves. Firstly, there's the standard old jump, but not being as powerful as Mario's, it simply serves to flip over some enemies. Instead Wario's main form of attack is his shoulder charge. This kills

most nasties, and also helps you smash through certain blocks and walls, but look out for spikey enemies. For these you need to use Wario's bottom bash. This becomes more powerful the further you fall, and can also smash through blocks.

Certain blocks take a lot of ingenious climbing is often required to get the height needed to destroy stubborn blocks. Then there's Wario's roll attack. Hold Down whilst running down a slope and Wario curls himself into a ball, capable of smashing his way through almost anything. Lastly, there's his dash attack. Similar to his shoulder attack, this splats most

enemies and is useful for ploughing through lots of blocks at once. If you get a long run-up, the dash attack becomes very powerful and even the toughest of blocks or nastiest of enemies poses no threat.

The bomb's ticking; leg it!

Play it Again, Sam!



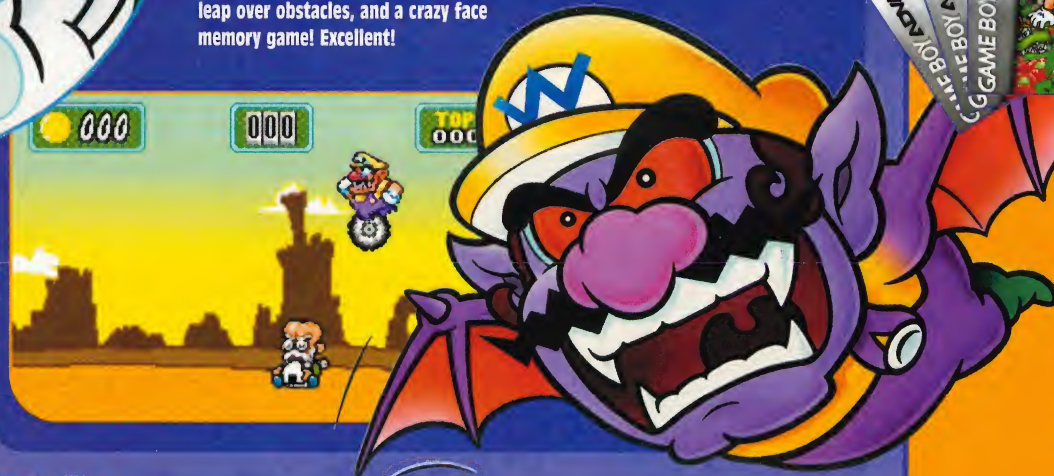
The sound in Wario Land 4 is as brilliant as the graphics. Mischievous little tunes bop away in the background, again adding to the unique theme of each level. Character sounds are vibrant and varied and Wario himself comes out with all sorts of little laughs and eeks in appropriate places.





Mini-Game Mungus!

Between certain levels there is a choice of mini-games you can gamble your swag on. These include a cool little baseball game, a challenge game where Wario must travel along on a tyre and leap over obstacles, and a crazy face memory game! Excellent!



It's Me-a: Wario...

On top of all these abilities, Wario can also pick up and throw stones, and certain enemies too. These can be directed wherever you like, allowing you to throw things straight up at platforms above you or down at breakable blocks in the floor. Swimming also comes into

play, with a few levels involving massive underwater areas. Wario is also affected by a variety of items and enemy attacks in unexpected ways. For example, on the garden world a wasp sting blows Wario up like a balloon, allowing him to float up and reach otherwise unattainable platforms!

Sounds like a lot of different abilities I know, but all are essential for making your way through each of the levels. The game's very puzzle-orientated, and you need to master everything Wario can do in order to get past all of the challenges the game throws at you. Each level contains four pieces of a gate jewel you need to

find in order to face the next boss. A key is also to be found on each level, which gains you access to the next level. At the end of each level a bomb is activated and then it's a mad rush to the exit before

the whole place blows! Other secret items are scattered throughout the levels, and there's plenty of cash to be collected, which you can then spend on the mini-games located between some levels.

Buy this Game!

There's so much in this game

I could go on about it forever. The main thing is it's absolutely brilliant fun to play, with an inspired blend of puzzle and action elements. Combine this with its immense longevity and superb graphics and sound, and it's clear that this is a classic title and will no doubt be quickly realised as the

benchmark platform game on the Game Boy Advance. Nintendo has done it again with this one, and it's as good a game on this platform as *Super Mario World* was on the Super Nintendo. The only shame is this wasn't a Game Boy Advance launch title! Every self-respecting Game Boy Advance owner should get a copy of *Wario Land 4* as soon as it hits the shelves!

Jamie Wilks

COMPETITION



Three copies of **Wario Land 4** must be won...

To celebrate *Wario Land 4*'s incredible 96% score (our highest ever), we've teamed up with Nintendo and have three copies to give away. To stand a chance of winning, just answer this simple question:

• What colour is Wario's costume?

- A: Red
- B: Green
- C: Yellow

When you think you know the answer, ring our Competition Hotline on

09064 701722

Good luck!

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only, and lines close at midnight on 8th November 2001. The editor's decision is final and no correspondence will be entered into.



Four worlds lay before you...



**XTREME
RATING**

Uppers

- + Brilliant gameplay.
- + Will last you ages.
- + Looks superb.

Downers

- Should have been released sooner!

Summary

Surely the best platformer on the Game Boy Advance. Incredibly playable, loads to do, excellent graphics, superb sound. Everybody should grab a copy of this one.



96%



At the start of the level, put your base as close to the enemy as possible and then build a wall towards him. This gives you the maximum space possible to place your blocks.



DAMAGE: £34.99
ON SALE: OUT NOW
WHO: THQ
TYPE: PUZZLE GAME
NO OF PLAYERS: 1-2
SAVE SYSTEM: NONE

FORTRESS

Take one copy of Tetris, put it in a bowl, add some Rampart and beat thoroughly. Jamie finds out how tasty *Fortress* is on the Game Boy Advance...

Fortress is a little confusing at first. It's kind of like *Tetris*, but with guns. The object of *Fortress* is to strategically place collections of blocks to make wall pieces to defend your base from the enemy. Points are awarded for completed block combinations, and special blocks are awarded after a set number of points. Special blocks offer weaponry with which to lay siege to your opponent's fortress, or spawn points for your guys to repair your own. Also, certain block combinations add more features to your arsenal, like giant monsters that attack the enemy for you.

The first player to reach a fixed amount of points is the winner. By quickly amassing points you gain more weapons than your opponent, allowing you to do him more damage and slow down the rate at which he can score points.

Hard-Fort Fights

Sounds like fun? Well it is, to a point. It may sound pretty complex, but once you get the hang of it there's really not much to the game at all. The idea is very original, but it lacks any real depth. Even the different stages add nothing to the game, because although the graphic set changes, everything else operates in



Ooh yummy red fortress to feed to my dragon.



Egads, giant parrots! Save me mummy!

Burn Baby Burn!

One area where *Fortress* could have been expanded is the weaponry. The flame cannon is different from the regular cannon as you can actually aim it at a choice point on your opponent's structure. More interactive weapons like this would have much improved both the single-player and link-up games.

exactly the same way. With this in mind, four different stages (Prehistoric, Medieval, Pirate and the hidden Space stage) really aren't enough, and you've seen everything the game has to offer far too quickly.

Fortress is fast and furious stuff. You have no time to check on your enemy's progress, as you need to constantly place blocks to increase your score and win the game. This is a pity, as the graphics are one of the game's better points, with nice multi-layered

backgrounds and bright colourful sprites. The two-player link mode adds something extra, but

even with a human opponent it feels like a very single-player affair; the only focus is on scoring as many points as possible.

All in all, *Fortress* is a very original game and good for a quick blast, but sadly it fails to fulfil its potential.

Jamie Wilks



XTREME
RATING

Uppers

- + Very original.
- + Colourful graphics.

Downers

- Lacks real depth.
- Only four stages.

Summary

A wasted opportunity. *Fortress* is very original and fun to play at first, but lacks depth in the long term. Good for a quick blast, but don't expect to be playing this forever.



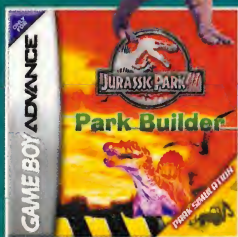
62%



Listen to your punters. Their gripes tell you where your park's going wrong.

REVIEWS

JURASSIC PARK III: PARK BUILDER



DAMAGE: £34.99
ON SALE: OCTOBER 2001
WHO: KONAMI
TYPE: STRATEGY GAME
NO OF PLAYERS: 1
SAVE SYSTEM: BATTERY BACK-UP

A monster game or a resurrected dinosaur? Ian flexes his prehistoric pectorals and gets stuck in...

Do you like fast-moving action blasters where you blow seven shades of shrapnel out of huge, scary monsters? Looking for a violent, blood-thirsty button-basher where you hack, slash and dismember your victims

their heads with your bare teeth? Turn the page – *Jurassic Park III: Park Builder* is not for you. If you like your games cerebral without being anal-retentive, strategic without being po-faced and complex without sending you diving

into the instruction manual every two minutes, you could find *Park Builder* to your liking. It's basically *Theme Park* (remember that?), but with dinosaurs. Starting with a wad of cash and a wide-open space, you build roads, shops, hotels, restaurants and dinosaur pens in order to create the biggest, baddest, boldest dinosaur theme park ever. You get your dinos by sending excavation teams to far-off places and bringing back DNA, which you use to hatch some serious monsters. Take care where you place 'em – pair off a

huge meat-eater with a timid herbivore and your carnivore tucks into the world's

most expensive dinner (though how my pterodactyl, a fish-eating flyer, scoffed my triceratops is anyone's guess).

Park Perils

Presentation can't be faulted. The graphics are cool, the menus instinctive and the game as a whole offers a feeling of fun, an element often missing in strategy sims. The depth is there, with the economics of running a park to consider, and also the health of the dinosaurs. Not to mention the state of the holding pens. Who wants to visit a park where the attractions keep escaping and eating the visitors? There's no scenario modes, where you get an already-built park and a set

objective. Pity. There's little evidence of the promised Pokémon-style monster rearing either. You can't breed or train the dinosaurs, though searching for DNA all over the world or even swapping it with your mates over a link cable offers 140 monsters to uncover. More serious is the way the game times out after you've run your park for a certain number of years. Victory conditions are for scenario modes – a game like this should let you go on forever. Overall, *Jurassic Park III: Park Builder* is an interesting strategy sim. It's engrossing, well put together and easy to get into. It doesn't make many advances on the *Theme Park* series and dodgy flaws kill its chances of getting the Seal of Approval, but it's fun while it lasts.

Ian Osborne

In the Mood...

As your paying customers wander around the park, little symbols appear above their heads. These gauge their moods. Position your pointer over a punter and press 'A' for a snappy comment complimenting or criticising your park. This is an invaluable way of checking how you're doing and what needs to be fixed. The ones here seem pretty happy, so you're doin' fine!



Build your park with shops, hotels, walkways, roads, dinosaur pens and more.



Search for DNA and use it to create new dinos.

Xtreme RATING

Uppers

- + Instinctive menus.
- + Not po-faced.
- + Great depth.

Downers

- Unoriginal.
- No scenario modes.

Summary

It's basically *Theme Park* with dinosaurs, but executed with the same panache and flair as the aforementioned classic.



76%



Attack already-weakened units first. Taking them out means they can't repair, merge with another unit or fire back.



DAMAGE: £34.99
ON SALE: OCTOBER 2001
WHO: NINTENDO
TYPE: STRATEGY GAME
NO OF PLAYERS: 1-4
SAVE SYSTEM: BATTERY BACK-UP

ADVANCE WARS



A wargame? On the Game Boy? Ian pulls on his fatigues and investigates...

Fog of War...

Anyone remember Game Boy Wars? No?

Thought not – it was a pretty obscure and unpretty Japanese game which didn't really work. The good ol' Color just didn't have the power, so we got icons for armies and zero atmosphere. No such problems here. Developers Intelligent Systems are back, and the power of the Advance allows groovily-animated Manga-style war machines and hot battle action when opposing forces come to blows. It's all done with a sense of fun too; the game never takes itself too seriously. But turn-based wargames are anal-retentive, boring and about as much fun as counting tidlywinks, right? WRONG! *Advance Wars* never gets po-faced or dull, despite being exceedingly sophisticated. Your units include infantry, mechs, various tanks, field artillery and later on planes and ships. All have their own movement values and firepower. The terrain affects movement range, and also defence – attacking from the mountains, for example, is safer than striking from the fields. Captured cities repair and re-arm damaged units,

"I wouldn't want to wash the red guy's trousers after this battle"

and also bring in funds for your factories to build fresh divisions. Not exactly noughts and crosses, is it?

This Means War...

And yet for all its complexity,

it's still great fun to play. The number-crunching is largely invisible, with a polished and intuitive interface taking the tedium out of your campaigns. There's a great tutorial to get you started too. Best of all, the bite-sized missions which make up the game's campaign and one-off battle modes are cleverly designed, with terrain and equipment issues encouraging you to think tactically. If you're

This is the effects of the Fog of War option. The brightly-coloured areas around your units are fully visible to you, but the gloomy squares around your foe's HQ are not. You know the local geography, but where's the enemy? When you walk straight into an opposing unit you didn't even see, things get really hairy!

stuck, remember there's more than one way to skin a General. His units are too powerful to take out? Try taking a defensive position in the mountains and let him come to you. Still no good? Hold that mountain position, but send a transporter full of infantry to capture his HQ. Your transporter keeps getting intercepted by his tanks? Go the long way round, using the mountains for cover. Tanks can't cross them, remember? And for the record, you can play in Link Mode with one cart (albeit in limited form) or on one GBA taking it in turns. You can even design

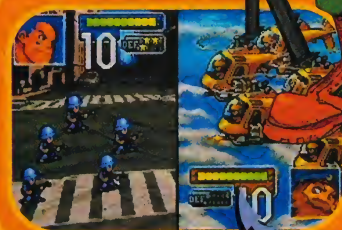
your own maps. What a package! *Advance Wars* will keep you playing for ages. It's got depth, it's got tactics, it's got lastability, but most of

all, it's got that all-important fun factor. The best GBA strategy game to date.

Ian Osborne



The armies take it in turns to play, with each unit moving and/or firing once per turn.



Xtreme Rating

Uppers

- + VERY deep.
- + VERY intuitive.
- + VERY rewarding.

Downers

- Computer opponent sometimes takes a while to make his move.

Summary

An utterly fantastic game that will appeal to console wargamers, and also win over a whole new audience. Top stuff!



91%



Practise catching your opponent's throws.
Don't just take it in turns to strike.

REVIEWS



DAMAGE: £34.99
ON SALE: NOVEMBER 2001
WHO: UBI SOFT
TYPE: SPORTS SIM
NO OF PLAYERS: 1-2
SAVE SYSTEM: BATTERY BACK-UP

SUPER DODGE BALL ADVANCE

Super or dodgy? Ian scrapes the barrel as he searches for a way into this review...

Like Mario Kart on the SNES, the NES game *Super Dodge Ball* was released with little fanfare or expectation, but quickly drew a cult following. Whereas Mario's motoring marvel went on to spawn a whole series of sequels and imitators, the ball-throwing, opponent-eliminating mayhem of *Super Dodge Ball* wasn't revisited at all until now, in a sequel or a clone. I wonder why? For those not familiar with the concepts, Dodge Ball is a playground team game where you score over your

opponents by throwing the ball at them. Reduce a player's hit points to zero, and he's out. They do the same to you – be sure to catch the ball or get out of the way to stop it hitting you. The Advance opus features 50 super-throws such as curve balls or multi-ball attacks, nine teams with more to find by winning championships, customisable squads and two-player link support.

Dodgy Dudes...

In a nutshell, *Super Dodge Ball Advance* works well, but isn't a classic (unsung or



Look where the ball hit him – no wonder his eyeballs are popping out!



otherwise) like its predecessor. With the expanded roster of moves and super-throws, the gameplays lost some of its insane simplicity, and lacks that mindless pick-up-and-play appeal. Not that it's tricky – it's very accessible, and when you've got the hang of it, you're throwing the ball around with equal finesse as the computer-controlled squads. Catching the ball is still a simple matter of hitting the button at the

right time, though the super-moves sometimes take practice. This can be a problem – fair enough if you want to throw in a super-move during the normal course of play – make the player work for it. But the heart of Dodge Ball is

making your opponent pay for a mistake. After an interception or catch, there should be a counter-move available to give you an easy super. It's easier to pick flies out of this game than to sing its praises, but overall it works well and is fun to play. A sequel offering more polish and balance would be unmissable.

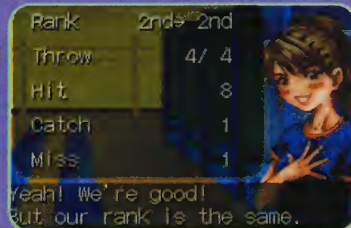
Ian Osborne



What's this? The birthday bumps?

Super Moves

Some of the game's super-throws have a devastating effect on your opponents. Use them wisely.



Xtreme Rating

Uppers

- + Inane fun.
- + Lots of moves.
- + Great in two-player.

Downers

- Lacks that certain spark.

Summary

A fun game, but no all-time classic.

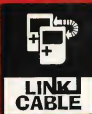


79%

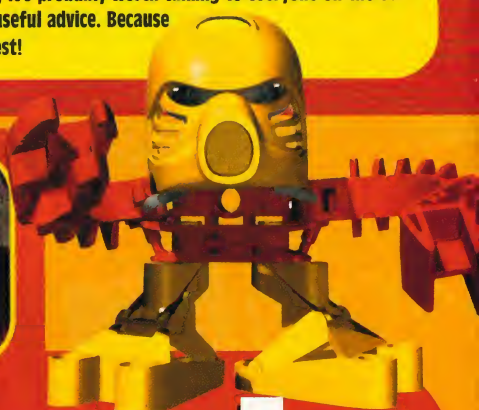
REVIEWS

GBX

23



Tedious though it can be, it's probably worth talking to everyone on the off-chance they offer some useful advice. Because sometimes they do. Honest!



LEGO Bionicle



DAMAGE:£34.99
ON SALE:OUT NOW
WHO:LEGO MEDIA
TYPE:ACTION ADVENTURE
NO OF PLAYERS:1-4
SAVE SYSTEM:BATTERY BACK-UP

LEGO's Bionicle range is reckoned to be one of the biggest launches in the company's history. And Simon reckons the game ain't bad either...

arguably its most ambitious GB title to date. For *LEGO Bionicle* is an ambitious game, arguably less likely to appeal to the younger gamer, but providing a fair bit of entertainment for the more experienced player.

The game kicks off with you designing your own character, before introducing you to the paradise that is Mata Nui. However, Mata Nui is an island in peril, as a dark shadow has fallen over the

And so, hot on the heels of the rather good *LEGO Racers 2*, LEGO Software returns to the Game Boy Advance with



A level full of lava, with some nice folk to talk to. Ahem.



land. For the inhabitants, the only hope is six heroes, known as the Toa, who legend says will save them. Or something. Anyroad, the Toa is you, not to put too fine a point on it, and it's time to get to work. Now you enter the main game, viewed from a forced overhead perspective, as you go around the various areas of the game, picking up objects, talking to people, negotiating obstacles and carrying out various tasks. These people certainly want a lot from their heroes.

Brick by Brick

Thanks to a half-decent Training Mode, it's not too tricky to get to grips with *Bionicle* and its various intricacies and control methods. You quickly get the gist of the controls and start exploring. And generally, this is quite fun (although you can argue that the *Pokémon* games do some elements of *Bionicle* much better), although ultimately not without some weighty flaws. For *LEGO Bionicle* ultimate ends up a bit of a jack-of-all-trades. At heart, it seems to be an exploration adventure-style game, as you wander around the levels doing various tasks as you seek to come to the rescue. Yet that's juxtaposed too-er - Ed! by the occasional need for some frantic blasting to fend off unwanted enemies, and the game has few qualms about chucking you back to one of the restart

points should you be beaten. For a game that, for the most part, seems focused on adventuring and puzzle-solving, the action side is more a distraction than anything else. Still, you do get a lot for your money here, and coupled with quality graphics and accessible gameplay, it's worth a look. However, for the less patient and those less inclined to persevere, we suggest you find your entertainment elsewhere.

Simon Brew

Berries and Fruits

Keep your eyes open for the berries and fruits that litter the landscape if you want to make your games last longer. They restore your energy. They can be found in heavy supply early on in the game, but there aren't so many the further you get. Perhaps frequent use of the Save Game feature might come in useful too.



This rock-a-fella doesn't seem to like you...



Uppers

- + Ambitious.
- + Good graphics.
- + Long-lasting.

Downers

- Frustrating.
- Bit of a mish-mash.

Summary

To quote Saturday teatime quiz show Catchphrase, 'It's good, but it's not right'.



68%



Save that magic power for when it counts. Certain bosses are much easier to beat if you pummel them with magic first.

REVIEWS

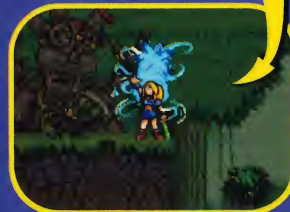


DAMAGE: £34.99
ON SALE: 19TH OCTOBER 2001
WHO: TDK
TYPE: PLATFORM/RPG
NO OF PLAYERS: 1
SAVE SYSTEM: BATTERY BACK-UP

LADY SIA

Lady Sia is fed up with SNES conversions and has a big sword with which to make her point. Jamie is on gaming's cutting edge...

Impressive cut scenes.



nothing particularly new, being a 'jump here, climb there, kill this' kind of affair, but with a decent amount of puzzles thrown in for good measure. You need to not only be a twiddle-thumbs to fend off all the bad guys, but you need your wits about you too to get past the various obstacles in your way.

New creatures and features are thrown at you thick and fast, with more magic and shape-shifting abilities becoming available to you the further into the game you go, and a whole host of other cool things to do, like giant-bird-riding aerial combat! This successfully masks the game's linear

design and creates the illusion that you're playing a 'proper' RPG when really you're not.

Lady Sia is a smashing title. It looks absolutely superb (did I mention the cut scenes?), but has much more to it than just nice graphics. *Lady Sia* offers a quality blend of action and puzzles that makes it great fun to play and very hard to put down.

Jamie Wilks

those nasty old bad guys. To help her along she's got a whacking great sword and a magic ring to blast them all with! Sounds like fun? It is! The first thing that needs saying about *Lady Sia* is that

it's a true, original GBA title. No dirty 16-bit conversion here; this is the real thing. And it shows. *Lady Sia* shows what the GBA can

do, arguably better than any other GBA game has to date. It's got sprites everywhere, super-fluid detailed animation, multi-layered scrolling backgrounds and looks absolutely great. Just look at the screenshots. Cor blimey guv!

Magical Mission

But how does it play? The gameplay is

Sprite-Mungous!

The level of graphical detail in *Lady Sia* is absolutely astonishing. Every last character has been decked out with quality animation. Bad guys don't just explode or disappear when whacked, they reel from your attacks and slump to the floor when you finish them off. The levels are also stunning, each one with a unique style that really makes the game interesting to play.



Mmm, tastes like chicken!

XTREME RATING

Uppers

- + Looks great!
- + Fun to play.
- + Addictive.

Downers

- Unoriginal.
- Linear gameplay.

Summary

An excellent game with graphics that really show off what the GBA can do. The gameplay is nothing new, but is great fun nonetheless and will appeal to just about every type of gamer.



88%



Don't just hit and hope – take the time to aim your shot, and you find you make far better progress. It's simple, it's obvious, but you'd be surprised how many don't do it.



DAMAGE:£34.99
ON SALE:OCTOBER 2001
WHO:KONAMI
TYPE:SPORTS SIM
NO OF PLAYERS:1-4
SAVE SYSTEM:PASSWORD

ESPN Final Round Golf

Ladies and gentlemen, a big welcome to the GBA's first golf game. 'It's a start', says Simon...

Whatever your thoughts on the sport, it's hard to deny

videogame golf titles are far more fun than they've any right to be. Stripped of laborious walks around fields full of men in silly trousers and left with just the action itself, golf sims particularly encourage fun multiplayer action. And *Mario Golf* proved they can work just fine on a handheld. Unfortunately, despite the obvious extra power of the GBA, Konami have simply played *ESPN Final Round Golf* way too straight. For instead of focusing on a fun, easy-to-pick-up-albeit-less-realistic fun title, they've tried their damndest to bring a good

There's more to playing golf than swinging your club and whacking the ball. For *ESPN Final Round Golf* has various tournament options to test your skills. You can play in a tournament, have a stroke game or play match play, and you can play some of these with up to four players. Cool, eh?

simulation to the Advance. And unfortunately, they've paid the price by seemingly changing their mind half way through. Yet *ESPN* isn't a bad game. The presentation is strong, and there are plenty of options. Including in these is choosing from the range of characters, each naturally enough with their own strengths and weaknesses – and yes, it does make a genuine difference which one you pick. Plus, there are various ways to approach the game.

Putt Power

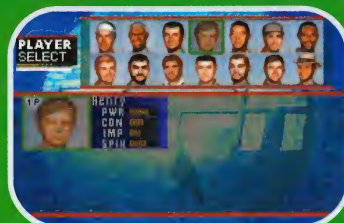
And then you eventually end all

the fiddling with options and step up to the fairway. So you check out the course, aim your shot, and let fly. Unfortunately, the ball then seems to fly off your club and then plonk itself somewhere further up the course. Compared to the professionalism of the build up, the game lets itself down here, with the animation instantly giving the feel of a more knockabout title (the putting is more a matter of routine than skill too). That it doesn't have the charm of the likes of *Everybody's Golf 2* on the PlayStation to carry it off doesn't help either. Ho hum. Still, there are positives, and the game is quite good fun to play. The computer opposition serve up a reasonable challenge, and if you can get used to the style of play, it does deliver some rewards. Yet we can't help feeling disappointed, and that's

You control your shot using that meter at the bottom of the screen – it's simpler than it looks!



A bogey? In your ear? Surely some mistake?



probably because the game can't quite make up its mind whether it wants to be a fun knock-around or a proper simulation. Unfortunately, as it stands, whilst it's not the kind of thing you'd sneer at

if you saw it in the bargain bin, it's not something we'd recommend you go out of your way for. We'd still be happy to see an update in a year's time, though.

Simon Brew

Xtreme Rating

Uppers

- + Strong presentation.
- + Good graphics.
- + Easy to play.

Downers

- Mish mash.
- Easy.

Summary

A good effort, but sadly lacking in polish and focus. Fun if there's a few of you, though.



66%



Keep the throttles low when in combat and speed up if you need to. You turn quicker at lower speeds.

REVIEWS



DAMAGE:£34.99
ON SALE:LATE 2001
WHO:THQ
TYPE:FLIGHT SIM
NO OF PLAYERS:1-2
SAVE SYSTEM:PASSWORD

F-14 TOMCAT



John Hagerty digs out his Top Gun video as F-14 Tomcat roars to the GBA...

With a small screen and the lack of about 80 buttons, the GBA isn't obvious territory for a flight simulator. Most flight simulators on the PC require about three months of manual-reading and fingers capable of reaching both sides of the keyboard at once. A degree in aerodynamics and obscure military acronyms helps, too. Fortunately, compared to a PC flight simulator, Majesco's *F-14 Tomcat* is a lot simpler. You don't have to worry about complex navigation, weapon ranges and flight dynamics in any great detail. Like a PC flight sim, the controls are a bit tricky.

Flying is easy, but the amount of button combinations to change views, weapons and launch flares is a bit daunting at first and can take a while to master.

Take My Breath Away...

All the action takes place over the sea, so don't expect any realistic landscapes. You find yourself fighting during the day, at twilight and even at night. The graphics aren't stunning, but for a flight sim on a GBA, they do the trick. Thankfully, landing is practically automatic, so you

Biggles had ten quid riding on him being able to reverse-park on the aircraft carrier.



The TV was something to watch on the long journeys...

won't have to endure the common flight sim angst of completing a mission and crashing while trying to land. There is also a multiplayer

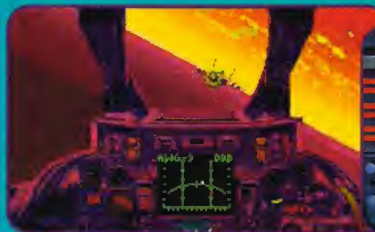
option where you can link up with three other players and have a head-to-head combat session. This certainly adds to the longevity of the game and I had good fun with it, despite my friend kicking my butt all over the skies. Flight simulators are loved by some and hated by

others. People who aren't usually into flight sims may well enjoy the relative simplicity of *F-14 Tomcat*, whereas flight sim freaks might find it too simple. Majesco has done a great job of bringing a flight simulator to the GBA, but this is one case where a game has been limited by the handheld's controllers and not its computing power.

John Hagerty

Things That Go Bang!

There are a series of weapons to choose from. The cannons are good for close-up kills, whilst there are missiles of different ranges for other targets. You even have the option to launch air to ground missiles at certain targets.



Xtreme Rating

Uppers

- + Link up is good fun.
- + Surprisingly good for a GBA flight sim!

Downers

- Can get bland to look out without scenery.
- Button combinations are tricky at first.

Summary

A good attempt at bringing a flight sim to the GBA. Strange platforms for a flight sim, but a good game nonetheless.



82%

REVIEWS

GBX

21



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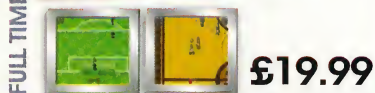
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GAMES: **C** **A**



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To kill the pig-men with shields, switch gravity near them so they fall, then shoot them while they're stunned.

REVIEWS



DAMAGE:£24.99
ON SALE:OUT NOW
WHO:TDK
TYPE:PLATFORM GAME
NO OF PLAYERS:1
SAVE SYSTEM:PASSWORD

WENDY: Every Witch Way



Oli meets Wendy - but can she turn his world upside down?

Gravity – it's a load of old cobblers. Who wants to be stuck to the ground when you could float about instead? OK, so it might cause a few problems, especially concerning trips to the lavatory, but hey, details-schmetails. Of course, our heroine here is Wendy, the Good Witch, and she doesn't cause any flying sewage problems by getting rid of gravity altogether. No, all she's done



is reverse it, but as even that causes all sorts of problems with toilets, ceilings, and babies flying into outer space. It looks like she's going to have to sort it out. So bring on four stages of side-scrolling action/adventure gameplay as our favourite witch-in-a-baby-grow goes after the Moon Stones, cunningly



"Aaaaagh!", screamed Wendy. "I hate cobwebs!"



Slugs stick to the floor, so aren't affected by a gravity switch.



This is my Broomstick



Between stages you get to play a bonus round, in which you take to the air for a bit of side-scrolling shoot-em-up action. These bits aren't very difficult and you don't appear to win anything from completing them, but they're a welcome distraction from all the hard work in the towers.



that's something that comes in mighty handy.

Witch Hunt

Being able to walk on the ceiling is just the beginning. A quick gravity-switch is also handy for sending enemies 'tumbling' upwards, or having blocks fall out of the way. The game revolves around knowing when and where to perform the switcheroo, and the carefully-crafted levels test this with all manner of traps and mazes.

Wendy: Every Witch Way is clearly aimed at the younger player, but that shouldn't put anyone off – it's no pushover, especially in Hard

Mode, and it's not overly cutesy or patronising. The graphics are clear, well drawn and well animated, and the game simply oozes playability. Unfortunately, with only three levels per stage, you may find the game rather short, especially as some levels are rather quick to complete. You may also find Wendy's adventures rather unsophisticated, particularly once you've mastered the gravity-switch trick. Still, while it lasts, it's great – especially for younger players – and well worth a look whether you've heard of Wendy or not.

Oliver Lan

**XTREME
RATING**

Uppers

- + Gravity-switching.
- + Great graphics.
- + Cunning level design.

Downers

- A bit short.

Summary

Good clean fun, for the young and old alike!



81%

GBX



Don't forget you can change character at any time, so use Yellow to get about and Red or Green to kill bad guys.

M&M'S MINIS MADNESS



Gameplay that melts in your mouth, not in your hand? Oli stepped forward to suck it and see...



DAMAGE: £24.99
ON SALE: OUT NOW
WHO: JOWOOD PRODUCTIONS
TYPE: PLATFORM GAME
NO OF PLAYERS: 1
SAVE SYSTEM: PASSWORD



Hey, that blue guy's got no arms!



Cute end-level sequence or shameless promotion? You decide.

It's rather worrying isn't it? If you make a sweet into an intelligent and cheery little person with a personality and life of its own, suddenly children everywhere want to go out and eat it. Fortunately, this also gives us

the chance to have a platform game character that's a bit of chocolate in a sugary shell, and so, here we are.

Chocolate Chums

But what, I hear you ask, is an M&M like as a platform character? Well, you get to play either Red, Green, Yellow or Blue (I think those are their names), and each has its own special ability. Red has a spin attack and Yellow bounces and jumps, but all are pretty

slow, and having the choice doesn't stop the game from being far too simplistic and ultimately dull. The game's not all bad, but there's not much to it and pretty soon it all becomes tedious. Buy yourself 50 packs of M&Ms instead, and after you've chomped your way through them all, try getting into your old jeans – you'll have more fun that way...

Oliver Lan

XTREME RATING

Uppers

+ Four characters to choose from.

Downers

- Tedious.
- Dull level design.
- Too few levels.

Summary

A tedious and unrewarding platformer. Spend your money on Smarties instead.



45%

FANTASTIC SPECIAL SUBSCRIPTION OFFER FOR ALL READERS

6 ISSUES OF *PSi2* FOR FREE!

~~£23.94~~

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PSi 2 is the best magazine around if you're a PlayStation 2 or PlayStation owner. It has 132 pages packed with underground news, get-to-the-point reviews and jaw-dropping previews. Every issue there's also a fantastic coverdisc containing a powerful cheat engine that unlocks the latest PlayStation 2 games, plus extra levels for PS2 games like TimeSplitters, full Yabasic games, interviews with top game developers, reviews of the latest must-have gadgets and in-depth reviews of what's hot in Japan.

Just call the number above to get the next 6 issues of PSi 2 magazine delivered to your door free over the next six months. One call does it all - Just pick up the phone and tell us your name and address, then sit back and wait for the postman!

There's no catch. One short phone call covers our postage and admin costs - you don't need to send us a single penny!



*Terms and conditions apply:
Calls cost £1.50 per minute at all times. Offer only available to UK mainland residents. Lines open 24 hours a day, 7 days a week. Only callers who complete the call advertised phone number and leave their full details clearly will receive a 6 month subscription to PSi 2 Magazine. First issue will be dispatched within 30 days, with one issue a month following thereafter. Proof of calling is not proof of entry. Entries deemed inaudible, incomplete or inaccurate will be treated as invalid. Offer available while stocks last. The cost of your phone call covers our postage, packaging and administration costs - you don't pay for the magazine. Promoter: Thin Ice Media Ltd, Stafford Road, Stone, Staffs ST15 0DG. Thin Ice Media reserves the right to amend or revoke this offer at any time, without notice.



CEX

STREET FIGHTER

TURBO REVIVAL



BIONICLE™



GBX

Win

a GBC or
GBA game of
your choice!



READER SURVEY

Have your say on GBX!

Well, what do ya think? Do you like GBX? Hate it? What's your favourite part of the mag? What do you least like? What needs improving? What's fine as it is? What machines do you own? What machines do you intend to buy? It's time for you the readers to speak your mind and help us make the mag even better...

If you fill in a survey, not only do you get to shape the future of GBX, but you also get entered into a great prize draw. Five lucky readers will win a Color or Advance game of their choice, subject to availability. What a bargain!

Name Age Sex

Address

How long have you been playing videogames? ☐ Less than a year ☐ 6-10 years
☐ 1-2 years ☐ Over 10 years
☐ 3-5 years

Do you own a Game Boy Advance? ☐ Yes ☐ No
 If not, do you intend to buy one within the next year? ☐ Yes ☐ No

Do you own an Action Replay for the Game Boy Color? ☐ Yes ☐ No
 If not, do you intend to buy one within the next year? ☐ Yes ☐ No

Do you own an Action Replay GBX, for the Game Boy Advance? ☐ Yes ☐ No
 If not, do you intend to buy one within the next year? ☐ Yes ☐ No

What are your two favourite Game Boy Color or Advance games?

What future Game Boy Color or Advance games are you most looking forward to?

What are your favourite game genres (tick all that apply) ☐ Platform games ☐ RPGs
☐ Puzzle games ☐ Driving games
☐ Shoot-'em-ups ☐ Sports sims
☐ Beat-'em-ups ☐ Pokémon games

How often do you buy GBX? ☐ Every issue ☐ This is my first
☐ Almost every issue ☐ I subscribe
☐ Occasionally

What magazines other than GBX do you buy?

GBX READER SURVEY

How many GBC/GBA games do you buy a year?

<input type="checkbox"/> 1-4	<input type="checkbox"/> 16-20
<input type="checkbox"/> 5-10	<input type="checkbox"/> More than 20
<input type="checkbox"/> 11-15	

What machines do you own other than your Game Boy Color/Advance?

<input type="checkbox"/> PS2	<input type="checkbox"/> Dreamcast	<input type="checkbox"/> N64
<input type="checkbox"/> PC/Mac	<input type="checkbox"/> None	

What machines other than a Game Boy Color/Advance do you intend to buy in the next year?

<input type="checkbox"/> PS2	<input type="checkbox"/> Dreamcast	<input type="checkbox"/> N64
<input type="checkbox"/> GameCube	<input type="checkbox"/> Xbox	<input type="checkbox"/> PC/Mac
<input type="checkbox"/> None		

What most influences your decision on what games to buy?

<input type="checkbox"/> GBX reviews	<input type="checkbox"/> Word of mouth
<input type="checkbox"/> GBX video reviews	<input type="checkbox"/> Whether it stars your favourite characters
<input type="checkbox"/> Reviews not in GBX	<input type="checkbox"/> Shop recommends it
<input type="checkbox"/> Other	

Please rate the following sections in GBX magazine from 1-10, with 10 being the highest

<input type="checkbox"/> The Firing Line (News)	<input type="checkbox"/> A Piece of the Action?
<input type="checkbox"/> Overseas News	<input type="checkbox"/> Return Fire (Letters)
<input type="checkbox"/> Features	<input type="checkbox"/> Action Tips (Cheats coupons)
<input type="checkbox"/> Competitions	<input type="checkbox"/> Xtreme Solutions
<input type="checkbox"/> GBC reviews	<input type="checkbox"/> On the Shelves (Directory)
<input type="checkbox"/> GBA reviews	<input type="checkbox"/> Sakura
<input type="checkbox"/> The Kit Bag	

Which of these sections should be bigger?

Which of these sections should be smaller?

Please rate the following sections in the Action GBX video from 1-10, with 10 being the highest

<input type="checkbox"/> Previews	<input type="checkbox"/> GBA reviews
<input type="checkbox"/> Features	<input type="checkbox"/> Competitions
<input type="checkbox"/> GBC reviews	<input type="checkbox"/> Top Tip

Which of these sections should be bigger?

Which of these sections should be smaller?

Which of the following do you buy a lot?
Tick all that apply

<input type="checkbox"/> Trainers	<input type="checkbox"/> Books
<input type="checkbox"/> CDs	<input type="checkbox"/> Comics
<input type="checkbox"/> Board games	<input type="checkbox"/> Sweets

If you're one of our lucky winners, what game would you like?

On the: ☐ Advance ☐ Color

Have you any comments, suggestions or criticisms about GBX, the video or life in general? Don't be shy - you'll still be entered into the competition even if you complain, and we won't send Sakura round to punch your lights out... ..

SEND YOUR SURVEYS TO: GBX Readers' Survey, GBX Magazine, Thin Ice Media, Stafford Road, Stone, Staffordshire ST15 0DG. Feel free to photocopy it if you don't want to tear your magazine.



What tips could you need? It's just too easy!

REVIEWS



DAMAGE:£25.99
ON SALE:OUT NOW
WHO:ACTIVISION
TYPE:PLATFORM/RACING GAME
NO OF PLAYERS:2
SAVE SYSTEM:PASSWORD

STUART LITTLE: The Journey Home

Oli wonders what on earth he's done wrong to deserve this one...

Let's get straight down to business. *Stuart Little: The Journey Home* is a remarkable game. Remarkable not for the graphics, although I'm sure

you'll agree from the screenshots that they are quite incredible, but for the

sheer, breathtaking absence of anything approaching gameplay in the whole package.

There are platform levels, and there are racing levels, but they're all ruined by the fact that it's incredibly difficult – to lose. In fact, on many of the platform levels there doesn't seem to be any enemies at all – you just have to pick up ten objects strewn about the level and, well, that's it.



House Droppings

However, it's the racing levels that show just how advanced this game is in the field of pointlessness. Winning the race is not an issue – again you just have to pick up ten objects. It's the only racing game I've ever seen where you're encouraged to go as slowly as possible.

This is not a game. Maybe it's a cruel joke, or an intelligence test for primates, but whatever it is, don't buy it!

Oliver Lan



Cut it out, I'm having my picture taken!

Just look at the stunning visuals.



XTREME RATING

Uppers

+ Er, erm...

Downers

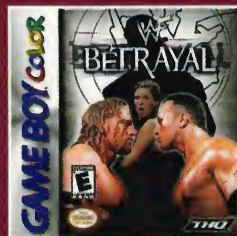
- Zero gameplay.
- Abysmal graphics.
- Maddening music.

Summary

Utterly, utterly pointless.



7%



DAMAGE:£24.99
ON SALE:OUT NOW
WHO:THQ
TYPE:BEAT-'EM-UP
NO OF PLAYERS:1
SAVE SYSTEM:NONE



Get above or below the bad guys and then move close in to do damage. Walk straight towards 'em and you pay by taking more hits.

WWF BETRAYAL

King of the ring, or washed-up has-been? Jamie pulls on the spandex tights...

Stephanie McMahon has been kidnapped and it's up to you to rescue her! Unfortunately, gangs of heavies, other wrestlers and even referees

and officials are out to stop you. So watcha' gonna do? You're gonna beat the living daylights out of them, that's what you're gonna do! *WWF Betrayal* is remarkably similar to *Double Dragon*, and not just in its 'rescue the girl' plot. It's a side-scrolling beat-

'em-up with your standard kick and punch attacks, plus a selection of close-up moves and a special move depending on your wrestler. Weapons scatter the levels, and you can also collect them from defeated foes.

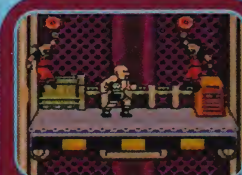
Why Bother?

WWF Betrayal is reasonably fun to play, if a little repetitive. Its classic side-scrolling beat-'em-up format is timeless, so it has plenty of long-term appeal. It plays well



enough too, but it doesn't offer anything new whatsoever, and this is what lets it down. Fans of the sport will no doubt feel they've got their money's worth, but everyone else is likely to be disappointed.

Jamie Wilks



The 'taker shows off his trademark choke slam.



Stone Cold foils the WWF again.



XTREME RATING

Uppers

- + Choice of four wrestlers.
- + Classic gameplay.

Downers

- Totally unoriginal.
- Repetitive gameplay.

Summary

A run-of-the-mill beat-'em-up that's not a bad game but offers nothing new.



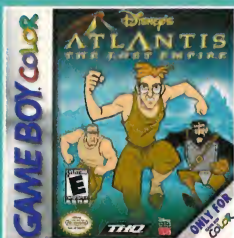
68%



Beware when going underwater - you usually only just have enough air to get by, so don't dither!



ATLANTIS: The Lost Empire



DAMAGE: £24.99
ON SALE: OCTOBER 2001
WHO: THQ
TYPE: PLATFORM ADVENTURE
NO OF PLAYERS: 1
SAVE SYSTEM: PASSWORD

Never mind the search for Atlantis - how about searching for a good game to go with it? Simon's not having any luck...

Disney's *Atlantis: The Lost Empire* is basically a platform game where you search for Atlantis by taking on the roles of characters with unique qualities. Unfortunately, it doesn't work well. To activate a character's skill, you watch for an icon to appear on the screen, instructing you to push Up on the thumbpad. Do that and a timer starts ticking; should this reach the

end without disruption, the skill is executed.

Sunk

Now this is fine and dandy for a character such as the mole, who takes time to dig a hole (and who's also useful for night sight). But one fella is happy to stand around thinking for a while, only to come up with the idea of putting a stick of dynamite on the floor. Still, he needn't

worry about an escape route - you can stand in the middle of the explosion and remain unharmed.

The game boasts strong graphics, and the sound too sets the mood well. But it's tired, formulaic and unoriginal too. There are better platformers on the GBC, and you'd be well advised to check some of them out first.

Simon Brew



You can fight off some baddies with a boomerang

**XTREME
RATING**

Uppers

- + Fun for a while.
- + Nice graphics.
- + Er...nice underwater bits?

Downers

- Unoriginal.
- Quite repetitive.
- Nothing special.

Summary

A reasonably polished platform adventure that stutters under the weight of far better titles that have gone before.



55%



DAMAGE: £24.99
ON SALE: 26TH OCTOBER 2001
WHO: JOWOOD PRODUCTIONS
TYPE: PUZZLE PRODUCTIONS
NO OF PLAYERS: 1
SAVE SYSTEM: PASSWORD



Learn to ignore the icons and just look at the numbers. Then it's just a simple matter of balancing the scales...

KEEP THE BALANCE

Jamie thought *Keep the Balance* was a walk home from the pub game. How puzzling...

Fruit. Joyous...



Balancing things on scales. Woohoo. Fun isn't it? Well if you think it's cracking fun in real life, just wait until you have a go at doing it on the Game Boy! Wow-eee!

Adrenaline overdose, baby! In case you hadn't worked it out yet, *Keep the Balance* involves balancing things. Basically you've got this big pair of scales, with four items on each side. Each item has a numerical weight value. Your job is to make the scales balance, by catapulting the items that scroll along the bottom of the screen up onto the scales, knocking out existing items. Make the scales balance and you move on to the next level.



Whoopie.

Keep the Balance is, without doubt, one of the worst games I've ever played. First off, it's slow. It's also just plain dull. The graphics move from one shade of brown to the next. The music is annoying. This game is utter pants. Y-fronts, in fact. Faded grey jobbies. With big holes. Buy it not.

Jamie Wilks

Guessing passwords is kind of fun...

**XTREME
RATING**

Uppers

- + Cart makes a good doorstop.
- + Or coaster.

Downers

- Utterly boring.
- Brown graphics.
- Annoying music.

Summary

One of the worst games I've ever played. Ever. Noughts and crosses on your own is more fun.



8%

POKÉMON

Crystal Version COMPETITION



10 COPIES
of Pokémon Crystal with Celebi
ALREADY IN YOUR POKÉDEX
must be won!

Wanna catch 'em all? Who doesn't? Trouble is, if you're playing *Pokémon Crystal*, there's a mystery, hidden Pokémon, Celebi, that can't be caught by normal means. In Japan you needed the mobile phone adaptor, in the UK you need to download it at a Nintendo gaming event – or do you?

Harnessing the power of the Action Replay Xtreme, we've splashed out on ten copies of *Pokémon Crystal* and caught the 251st monster for ya! It's true – we have ten copies of the game to give away, and all of them have the elusive Celebi already installed! Are we good to you, or what?

So what do you have to do to win one of these outstanding prizes? Beat Sakura in a fast draw? Climb onto the roof of Buckingham Palace, stand on your head and whistle the theme tune to the Pokémon cartoon? No – just answer this simple question:

When you think you know the answer, ring our Competition Hotline and leave your name and address.

Which of the following is not a pokémon?

- A: Charmander
- B: Squirtle
- C: Victoria Beckham

**Pokémon
Crystal
Competition
Hotline**

09064 70 17 22

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only, and lines close at midnight on 8th November 2001. The editor's decision is final and no correspondence will be entered into.

HINTS, CODES AND FREEBIES!

Unowns

In the back of each puzzle room in the ruins of Alph you find a word formed by the mysterious Unowns. They demand you complete certain tasks to get into a back room. These include equipping a Water Stone, putting a Ho-Oh first in your line-up and using an Escape Rope or Flash. Once in the back room, pick up the items and fall down the hole to find a room with a message about Unown. Fall down the hole there to return to the Unown shrine.

Already playing *Pokémon Crystal*? Here's a few cheeky cheats and handy hints to help you on your way...

Suicune

Find a Suicune in three different places (right out of National Park, below the bush by Mount Mortar, and up in Cianwood). Then, go to Tin Tower, and a Suicune offers battle.

Mysterious Channel 13.5

Use your radio in the ruins of Alph to tune into Channel 13.5. You hear the mysterious Unown.

THE KIT BAG

Great gadgets, marvellous movies and terrific toyz...



Jungle Jam

COMPETITION

Fast, furious and frustrating! That's *Jungle Jam*, a cards and reactions game for two to ten players. Divide the cards between the players and place the totem in the middle. The players play a card each, and when two identical symbols appear, the folks who played 'em make a grab for the totem. The winner gets rid of his cards. It's Snap with attitude, and a riot when several players go for the totem at once.

Jungle Jam costs £16.75, which we think is a little steep to be honest, and is available from www.iwantoneofthose.com or via telephone order on 0870 241 1066. Alternatively, answer this simple question and call our competition hotline – we have five to give away...

Q: Who was known as Lord of the Jungle?

A: Batman B: Tony Blair C: Tarzan

When you think you know, ring our Jungle Jam Competition Hotline and leave your name and address.

Rubber Band Colt Gun

If flicking a rubber band across the room just doesn't do it for you, this is what you need. The *Colt* can rapid fire 12 rubber bands as fast as you can pull the trigger. It has a tough wooden body carved in the shape of the classic Colt 45. It's much more accurate than firing them from your fingers too. It stings a little if used irresponsibly, but won't take down an elk. The *Rubber Band Colt Gun* costs £9.99 and is available from www.iwantoneofthose.com and via their credit card ordering line on 0870 241 1066.





Kritter

Need a window on the world for your PC or Mac? Get the Irez *Kritter*, a fully-functional internet camera. With it you can videoconference with your friends and family, slap an image onto a web page, e-mail your picture to your granny and more. The *Kritter* includes software for PC and Macintosh for capturing video, capturing stills, videoconferencing, and World Wide Web video applications. With the convenience of the hot-pluggable USB interface and its universal camera mount, the *KritterUSB* can be used almost anywhere to bring your vision to life. Check your local computer shop for prices.

Desk Darts

This dinky little dartboard makes a great diversion from work. Practise your wrist action and exercise your throwing arm whilst at your desk. Not for wimps, the darts need a good throw, and don't go thinking it's easy just because the board's closer. It costs £5.99 and is available from www.iwantoneofthose.com and via their credit card ordering line on 0870 241 1066.

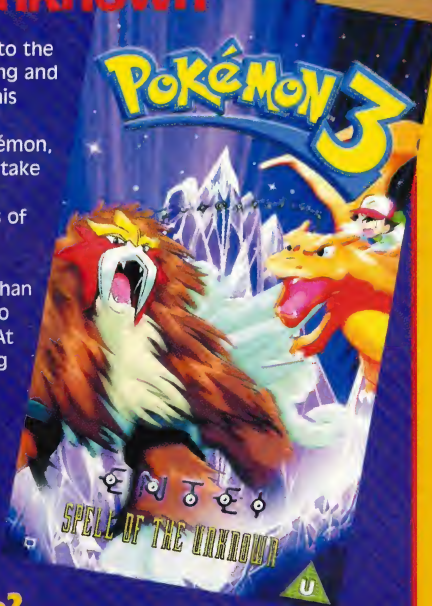


Pokemon 3 the Movie: Spell of the Unknown

Ash Ketchum and his loyal friends are pushed to the limit in the third Pokémon film. Follow the gang and meet over 100 new Pokémon characters on this roller-coaster ride of fun and adventure.

Ash, Misty and the crew search for a new Pokémon, the Unown. These elusive, powerful monsters take the form of the 26 letters of the alphabet and apparently have the ability to turn the dreams of human beings into reality! With the help of Pikachu and his faithful Pokémon, plus friends Brock and Misty, Ash must rescue a young orphan Molly from the mystical forces that threaten to transform her life into a dream world prison. At the same time, Ash must also struggle to bring his own mother back from the realm of the Unown before she is lost forever and he becomes an orphan himself!

Pokémon 3 the Movie: Spell of the Unknown costs £14.99, but we've teamed up with Warner Home Video and have five copies to give away! To stand a chance of winning one, just answer this simple question:



Q: What is Ash's surname?

A: Smith

B: Jones

C: Ketchum

As soon as you've worked it out (and let's face it - it ain't hard), ring our Pokémon 3 Competition Hotline.

COMPETITION HOTLINES

Want to win one of our ace prizes? Ring one of the following Competition Hotlines, leaving your name, address and correct answer.

Jungle Jams Competition 09064 774484

Pokémon 3 Competition 09064 701721

Terms and Conditions:

Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only, and lines close at midnight on 8th November 2001. The editor's decision is final and no correspondence will be entered into.

CHEATIN' ON THE CHEAP!

Save £5 on an Action Replay GBX

Hey readerz! Guess what I've got for ya? I got a shed-load of Action Replay GBXs, and I'm floggin' 'em off for £5 less than the askin' price! No really - they hit the shelves at an already-kewl £29.99, but thanx to the dudez at Datel, I can give ya one for £24.99! Jeepers! Ya can cheat every game ever on the Game Boy Advance for less than the cost of one GBA game!

Ya know by now how kewl the Action Replay GBX is. Plug it into ya Advance, plug ya game into the Action Replay and ya can choose from dozens of in-built cheat codez, or even add ya own and save 'em for later use! From next issue on, we'll be printin' Action Replay GBX codez for the latest and graetest gamez on these very pagez! Can ya afford not to get one? All ya need to do to snatch an Action Replay GBX at a knock-down price is ring our Credit Card Hotline on 08456 010015 and ask for an Action Replay GBX, and say, 'Sakura sayz give me £5 off' and you'll be charged £24.99 instead of £29.99! Wowzers! Offer ends 8th November 2001.



**CREDIT CARD
HOTLINE**
08456 010015

A PIECE OF

Instant Replay!

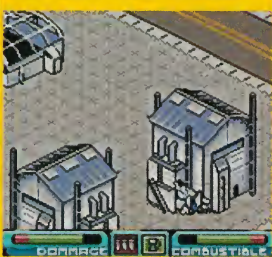
Stunning Datel Action Replay Codes...

ZIDANE FOOTBALL GENERATION GBC

Cpu Scores 0 Goals
9100A6C8

P1 Scores 9 Goals
9109A4CA

TOP GUN FIRE STORM



Constant, 5 lives
9105D9C9

PRINCE NASEEM BOXING



Inf Energy
91FF6DD4

Score 11 pts a Round
910B5AD4

MICROSOFT PINBALL ARCADE GBC

1931 Baffle Ball
Monster Score
91FFFE08
91FFFD08

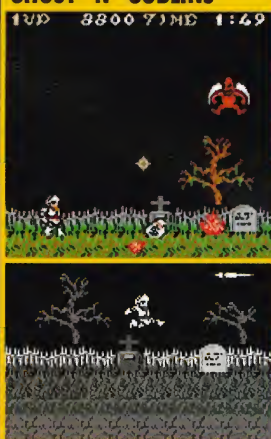
1950 Knockout
Never Lose Ball
910194C7

1963 Slick Chick
Monster Score
91FFF1C8
91FFF2C8

1976 Spirit Of 76
91FFFE08

Haunted House
Monster Score
91FFFE08

GHOST 'N' GOBLINS



Inf Lives
910AAC00

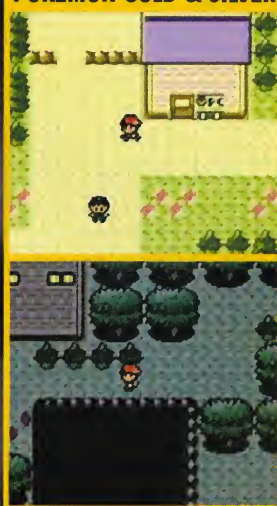
Always Armoured Up
9109C0C5

1942

Constant Five Lives
910059CC2

Constant Five Flips
91059EC2

POKÉMON GOLD & SILVER



Enable Scrolling For Balls
This Code MUST BE ON For
the Balls Modifier Codes.
Enter the code so you can
scroll down to all of the
items; makes sure you use
12 balls.
010CFCD5

Balls Modifier
Replace XX with: 01 Master,

Ball, 02 Ultra, Ball, 04 Great,
Ball, 05 Poke, Ball, 9d Heavy,
Ball, 9F Level, Ball, A0 Lure,
Ball, A1, Fast, Ball, A3 Light,
Ball, A4, Friend, Ball, A5
Moon, Ball, A6 Love, Ball.

01XXFDD5
01XXFFD5
01XX01D6
01XX03D6
01XX05D6
01XX07D6
01XX09D6
01XX0BD6
01XX0DD6
01XX0FD6
01XX11D6
01XX13D6

Max, Balls
Starts with 1st thru 12th
slot

0163FED5
016300D6
016302D6
016304D6
016306D6
016308D6
01630AD6
01630CD6
01630ED6
016310D6
016312D6
016314D6

CODEjunkies

For more great Action Replay codes,
call the Code Junkies Hotline!

0906 774477

Calls cost 60p per minute at all times. Lines are open 24 hours a day, seven days a week.
Please get the permission of the person who pays the bill before ringing Code Junkies Hotline.



THE ACTION

One Hit Enemy Kills!

Love Lik

010000D1

Have all badges!

01FF7CD5

Catch any Pokemon

01XXEDD0

Replace XX with:

01: Bulbasaur, 02: Ivysaur, 03: Venusaur, 04: Charmander, 05: Charmeleon, 06: Charizard, 07: Squirtle, 08: Wartortle, 09: Blastoise, 0A: Caterpie, 0B: Metapod, 0C: Butterfree, 0D: Weedle, 0E: Kakuna, 0F: Beedrill, 10: Pidgey, 11: Pidgeotto, 12: Pidgeot, 13: Rattata, 14: Raticate, 15: Spearow, 16: Fearow, 17: Ekans, 18: Arbok, 19: Pikachu, 1A: Raichu, 1B: Sandshrew, 1C: Sandslash, 1D: Nidoran, Female, 1E: Nidorina, 1F: Nidoqueen, 20: Nidoran Male, 21: Nidorino, 22: Nidoking, 23: Clefairy, 24: Clefable, 25: Vulpix, 26: Ninetails, 27: Jigglypuff, 28: Wigglytuff, 29: Zubat, 2A: Golbat, 2B: Oddish, 2C: Gloom, 2D: Vileplume, 2E: Paras, 2F: Parasect, 30: Venonat, 31: Venomoth, 32: Diglett, 33: Dugtrio, 34: Meowth, 35: Persian, 36: Psyduck, 37: Golduck, 38: Mankey, 39: Primeape, 3A: Growlithe, 3B: Arcanine, 3C:

Poliwhag, 3D: Poliwhirl, 3E: Poliwrath, 3F: Abra, 40: Kadabra, 41: Alakazam, 42: Machop, 43: Machoke, 44: Machop, 45: Bellsprout, 46: Weepinbell, 47: Victreebel, 48: Tentacool, 49: Tentacruel, 4A: Geodude, 4B: Graveler, 4C: Golem, 4D: Ponyta, 4E: Rapidash, 4F: Slowpoke, 50: Slowbro, 51: Magnemite, 52: Magnetron, 53: Farfetch'd, 54: Doduo, 55: Dodrio, 56: Seel, 57: Dewgong, 58: Grimer, 59: Muk, 5A: Shellder, 5B: Cloyster, 5C: Gastly, 5D: Haunter, 5E: Gengar, 5F: Onix, 60: Drowzee, 61: Hypno, 62: Krabby, 63: Kingler, 64: Voltorb, 65: Electrode, 66: Exeggcuter, 67: Exeggutor, 68: Cubone, 69: Marowak, 6A: Hitmonlee, 6B: Hitmonchan, 6C: Lickitung, 6D: Koffing, 6E: Weezing, 6F: Rhyhorn, 70: Rhydon, 71: Chansey, 72: Tangela, 73: Kangaskhan, 74: Horsea, 75: Seadra, 76: Goldeen, 77: Seaking, 78: Staryu, 79: Starmie, 7A: Mr. Mime, 7B: Scyther, 7C: Jynx, 7D: Electabuzz, 7E: Magmar, 7F: Pinsir, 80: Tauros, 81: Magikarp, 82: Cyarados, 83: Lapras, 84: Ditto, 85: Eevee, 86: Vaporeon, 87: Jolteon, 88: Flareon, 89: Porygon, 8A: Omanyte, 8B: Omastar, 8C: Kabuto, 8D: Kabutops, 8E:

Aerodactyl, 8F: Snorlax, 90: Articuno, 91: Zapdos, 92: Moltres, 93: Dratini, 94: Dragonair, 95: Dragonite, 96: Mewtwo, 97: Mew, 98: Chikorita, 99: Beifru, 9A: Meganium, 9B: Hinorashi, 9C: Magnumarashi, 9D: Bakufun, 9E: Waninoko, 9F: Arigeitsu, A0: Odairu, A1: Otachi, A2: Ootachi, A3: Hoho, A4: Yorunozuku, A5: Redeiba, A6: Redeian, A7: Itomaru, A8: Araldosu, A9: Kuroba, AA: Chonchchi, Ab: Rantan, AC: Pichu, AD: Pi, Ae: Pupurin, AF: Togepi, B0: Togechikku, B1: Neitei, B2: Neiteio, B3: Meripu, B4: Mokoko, B5: Denryuu, B6: Kirehana, B7: Marill, B8: Mariruri, B9: Usokki, BA: Myrotono, BB: Hanekko, BC: Popokko, BD: Watacko, BE: Eipamu, BF: Himanattsu, C0: Kimawari, C1: Yanyanma, C2: Upa, C3: Nuo, C4: Eifi, C5: Burakki, C6: Yamikarasu, C7: Slowking, C8: Muuma, C9: Annon (can show up in, Any, Form), CA: Sonansu, CB: Kinriki, CC: Kunugidama, CD: Fuoretosu, CE: Nokocchi, CF: Guraiga, D0: Haganeru, D1: Snububble, D2: Guranburu, D3: Harisen, D4: Hassamu, D5: Tsubotsubo, D6: Herakuroso, D7: Nyura, D8: Himeguma, D9: Ringuma, DA: Magumaggu, DB:

Magumarakarugo, DC: Urimu, DD: Inomu, DE: Sanigo, DF: Teppouo, E0: Okutan, E1: Dribado, E2: Maintain, E3: Eamudo, E4: Derubiru, E5: Heruga, E6: Kingudoru, E7: Gomazou, E8: Donphan, E9: Porygon2, EA: Odushishi, EB: Doburu, EC: Baruki, ED: Kapoera, EE: Muchura, EF: Elekid, F0: Bubbii, F1: Mirutanku, F2: Hapinasu, F3: Raiku, F4: Entei, F5: Suikun, F6: Yogirasu, F7: Sanagirasu, F8: Bangirasu, F9: Lugia, FA: Houou, FB: Celebi

Infinite TM and HM Modifier

0163XXd5

Replace XX with:

TM01, 7E TM02, 7F TM03, 80 TM04, 81 TM05, 82 TM06, 83 TM07, 84 TM08, 85 TM09, 86 TM10, 87 TM11, 88 TM12, 89 TM13, 8A TM14, 8B TM15, 8C TM16, 8D TM17, 8E TM18, 8F TM19, 90 TM20, 91 TM21, 92 TM22, 93 TM23, 94 TM24, 95 TM25, 96 TM26, 97 TM27, 98 TM28, 99 TM29, 9A TM30, 9B TM31, 9C TM32, 9D TM33, 9E TM34, 9F TM35, A0 TM36, A1 TM37, A2 TM38, A3 TM39, A4 TM40, A5 TM41, A6 TM42, A7 TM43, A8 TM44, A9 TM45, AA TM46, AB TM47, AC TM48, AD TM49, AE TM50, AF HM01, B0 HM02, B1 HM03, B2 HM04, B3 HM05, B4 HM06, B5 HM07, B6

All Pokemon You Fight are Level 0

0100FCD0

Infinite Money

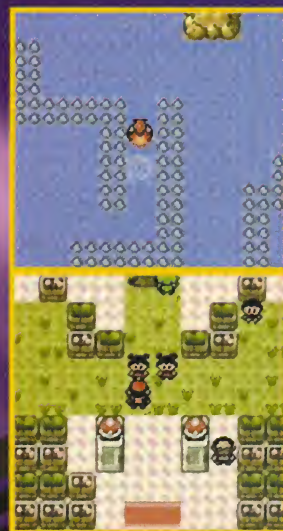
019973D5
019974D5
019975D5

Infinite Rare Candies

0120F0D5

Get All Three Starter Pokémon From Prof Elm
Just keep picking up starters until he's out of them.

0100BAD7





RETURN FIRE

Sakura returns with another surprise selection from her heaving mailbag!

SAKURA CROFT?

Hey Sakura,
What do you think of your new outfit? I think you look wicked in your Lara Croft gear! By the way, girlz rule! You go get 'em, girl! Your mag is really kewl and far better than the others. So keep up the good work.
Rachel Stilliard, Torquay, Devon.

Sakura says: Two big differences between me and Lara - I'm better lookin' and my hair don't look like a string o' sausages! Fantastic drawing, though. I don't go in for much tomb raidin' myself - I prefer houndin' down alien warlordz to huntin' for ancient artefacts. Lara's still kewl, though...



ALONE IN THE NICK...

Dear Sakura,
I have *Alone in the Dark: The New Nightmare*. In your mag you have two codes, for infinite health and ammo. I don't know how to put them into my Game Boy - could you explain, please?
Craig Coleman, HM Prison Wakefield, West Yorks.

Sakura says: Hey, I got a tip for ya - get yer mum to bake you a cake with a file in it and saw through the barz!



Seriously, the codez we printed back in Issue Three are for the Action Replay cheat cartridge, and can't be used without one. Anyone who hasn't got one should put it on their Christmas wish list - they're great! Ya need an Action Replay Xtreme for the Game Boy Color, or an Action Replay GBX to cheat the Advance.



MARIO MASHER

Yo Sakura,
Here's four reasons I really hate Mario:

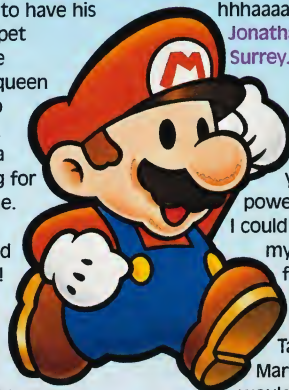
- 1: He's fat
- 2: He has no special powers, unlike my great friends Sonic, Spyro, Crash Bandicoot; the list goes on.
- 3: He always gets the attention, and his little brother Luigi is hardly ever talked about in games mags.
- 4: He needs to have his brother, his pet dinosaur, the mushroom queen and toads to protect him. Now here's a great ending for a Mario game. Luigi has already saved the princess! Mario's trousers fall down in front of Peach, and he finds she's actually Bowser's

sister. Peach kicks him down south for trying to kiss her. Sakura flies into the room where Peach and Mario are, and shoots Mario till all that's left of him is his eye, so Sakura jumps on it - squelch, the end! I'm still gonna buy Mario Kart for the Advance, so I can kill Mario in Battle Mode over and over again.

Hahahahahahahahahhhhh
hhhaaaaaaa!!!

Jonathan Furst, Esher, Surrey.

Sakura says: Hey, I wouldn't hurt Mario! What do ya mean 'no special powers' anyway? I wish I could jump three times my height, spit fireballs and punch my way through solid brickwork. Take it from me - Mario's kewl. I wouldn't hurt him - he's far too cute.



SHORT RACE

Dear Sakura,
I bought Konami Krazy Racers. It's a brilliant game, but after two days I'd completed it and got all four extra characters. It's not even like I'm a whizz at gamin'. What's the point of shelling out £32.99 for a game that has really good graphics and sound, but isn't challenging or long enough?
Sean Davis Rochester Kent

Sakura says: Hey, ya've got a point there, Sean. We loved Konami Krazy Racers, but it's shockingly short. And that stupid S-Class Licence - jeeperz! It's as if they realised the game wuz too short and added it on as



an afterthought. As we said in our review back in Ish One, Racers is also a cheeky copy of Mario Kart. Now Mario Kart Super Circuit's on the shelves, there's no point getting' KKR at all unless ya see it goin' cheapo second hand.



star letter ★ star letter ★ star letter ★ star letter ★ star letter ★ star letter ★ star letter ★ star letter

Dear Sakura,
I recently bought *Castlevania* for the GBA. I've collected most of the cards and defeated Dracula, and I'm now Level 80, but I can't find the last 1.1% of the castle or the last two cards. Can you help?

Sakura says: Sure – compare your map to the one printed here to find the last few roomz, and check out the list o' cardz too.



Dear Sakura,
I love the Harry Potter books and I can't wait for the film and games. I drew a picture of Hogwarts.
Kyle Patterson,
Londonderry.

Sakura says: Hey, wow! What a kewl picture! You've a great eye for detail, Kyle – keep it up and you'll go a long way!



Yo Sakura,
I recently bought a Game Boy Advance. My Game Boy Color Pokémon games look darker on it, so I want a Pokémon game for the Advance. Are they making one?
Also, where can I get an Action Replay for the Advance? I've looked everywhere for it. And when is Pokémon Crystal out? Please help me.
Aeden McNamara,
Norwich, Cheshire.

Sakura says: Yes, Color games are darker when ya play 'em on an Advance. It's 'cause the GBA uses less battery. They are indeed makin' a Pokémon game for the Advance - check out the news item in Ish One. Pokémon Advance hits the shelvez in 2002, and will make use of the E-Card Reader. Check out da feature over on Page Ten for info on that one.

Finally, the Action Replay GBX, the world's greatest cheat cart for the Advance, exploded into the storez earlier this month - ya can get them from any decent gamez shop now. Or ya could take advantage of our special offer over on Page 44....



Dear Sakura,
Great magazine – I
subscribed. To show my
thanks I drew you a picture –
there's only been one reader
pic of you so far, and it was
not the best idea (Mario
ripping your head off), and it
was traced. I hope you like
mine.
**Alex Sobell, Rickmansworth,
Herts**

Sakura says: Hey, it's really kewl! Ya made me look gorgeous (which I am, of course). I hope Mario's not lookin' up my skirt, though, or I might haveta change my mind about doin' what Jonathan Furst suggested elsewhere on these pagez!



Hey Sakura,
Hope there wasn't too many casualties in your latest mission! Did you go abroad on any of your travels? The reason I'm asking is 'cos I want to know why games are more expensive and released later in the UK. Money is spent on converting games from NTSC to PAL, but this shouldn't effect the Game Boy, right? Wrong! We also have to wait for the PAL versions to be converted into European languages! Wouldn't it be better if we had the same treatment as Australia? They only have their games and manuals printed in English, and they also run on PAL systems, so that means we don't have to wait for conversions like the rest of Europe do! That would mean less cost for Nintendo, and less cost for us! Which would result in more games for us! Good luck on your next mission!

Nathan Edgeworth, Cardiff

with the detail, as ya say, gamez programmed to be played on NTSC televisions need to be converted to PAL before they're sold over here, or the screen rolls. But this ain't true for the Game Boy Color or Advance – our handheldz have their own screen system, and don't use the tellie at all. Buy a Game Boy game anywhere in the world and ya can play it on ya UK machine. The reasonz we pay more are varied. Companies can sell more gamez in America 'cos it's bigger, and more meanz cheaper. Also, different countries have different tax rates. We don't always get them last (some gamez made in the UK appear here first), but I agree it's annoyin' when consolez are launched late here. Japan has the GameCube already, America getz it in November and the UK has to wait until Spring 2002! It ain't on, but it seems it ain't gonna change either.

Sakura says: Hey, thanx Nathan! Ya a little confused about PAL and NTSC, though. These are the television broadcastin' standardz in Europe (PAL) and America and Japan (NTSC). Without borin' ya



Got somethin' on ya mind? Wanna get it off ya chest (just to mix a metaphor)? Write to me! Our Star Letter winner gets a Datel World Port, and the others bag a Code Junkies T-shirt. Remember to include your FULL postal address, though - ya can't win if I don't know where to send ya prize!

Send all your happenin' letters
to: Sakura, GBX Magazine,
Stafford Road, Stone,
Staffordshire ST15 0DG
e-mail me at
sakura@gbxtreme.co.uk



BACK WITH A BANG!

COMPLETE YOUR COLLECTION OF GBX MAGAZINE...

Missed an issue of GBX? No worries. Just order it through our back issues service. Just ring our £1.50-a-minute phone line, and the cost of the mag is covered by the call. Simple!

Issue One!

Our sizzling first issue featured ten amazing Advance reviews, including Castlevania: Circle of the Moon, GT Advance, F-Zero: Maximum Velocity, Mario Advance and Kuru Kuru Kururin.

On the Color, Pokémon Gold & Silver, Pokémon Puzzle Challenge, Alone in the Dark and many more get the GBX treatment.

On the video, there's Rayman Advance, Konami Krazy Racers, Rainbow Islands and much, much more.

Issue Two!

Our sizzling second issue featured: Bomberman Tournament, GT Championship, Tony Hawk's Pro Skater 2 and Tweety and the Magic Gems on the Advance.

1942, Comander Keen, FA Premier League STARS 2001 and Prince Naseem Boxing lead an all-star Game Boy Color cast.

On the video, there's Bomberman Tournament, Pokémon Crystal, Final Fight One and VIP, among others.

Issue Three!

Issue Three's Advance games included Army Men Advance, Denki Blocks!, Earthworm Jim, Fire Pro Wrestling, Hot Potato and High Heat Major League Baseball 2002. On the Color there was an exclusive review of the amazing Tomb Raider: Curse of the Sword, Snoopy Tennis, Mat Hoffman's Pro BMX, Hercules, Denki Blocks!, The Mummy returns and Xena: Warrior Princess.

Not only that, there's a feature on emulation, and a complete solution for Super Mario Advance. On the video is exclusive footage of Tomb Raider: Curse of the Sword, Ready to Rumble Boxing: Round 2, Colin McRae Rally and Tony Hawk's Pro Skater 2.

Issue Four!

Mario Kart Super Circuit leads the Advance pack in Issue Four. Find out why it's so cool. Also, check out BackTrack, Disney's Atlantis: The Lost Empire, Final Fight One, Iridion 3D, LEGO Island 2, LEGO Racers 2, MX 2002, Spider-Man Mysterio's Menace and more. For the Game Boy Color Crowd, there's Micro Maniacs, Pokémon Crystal, Zidane Football Generations, Universal Monsters: Dracula and more!

Not only that, but we've also got a hot feature on original GBA games, a complete solution to Tony Hawk's 2 and Mario Kart, MicroSoft Pinball, Super Street Fighter II Turbo Revival, Speedball 2 and many more on the vid!

BACK ISSUES HOTLINE!
09065 151402

Terms and conditions: Calls cost £1.50 a minute at all times. Lines are open 24 hours a day, seven days a week. Offer available to UK residents only.

ACTION TIPS

Are you ready for action? With our cut-out-and-keep cheat cards, you're always prepared!



1: First, cut out your sizzling Action Tips coupons.



2: Store them in your game boxes, along with the cart. If you haven't got the game, keep it somewhere safe in case you decide to buy it one day.



3: Whenever you play the game, you've always got the cheats handy!

ACTION TIPS:
SPONSORED BY

THE ULTIMATE CHEAT CARD COMPANION FOR GAME BOY
ACTION REPLAY XTREME

ACTION REPLAY GBX

The greatest cheat carts
ever to hit the handheld...

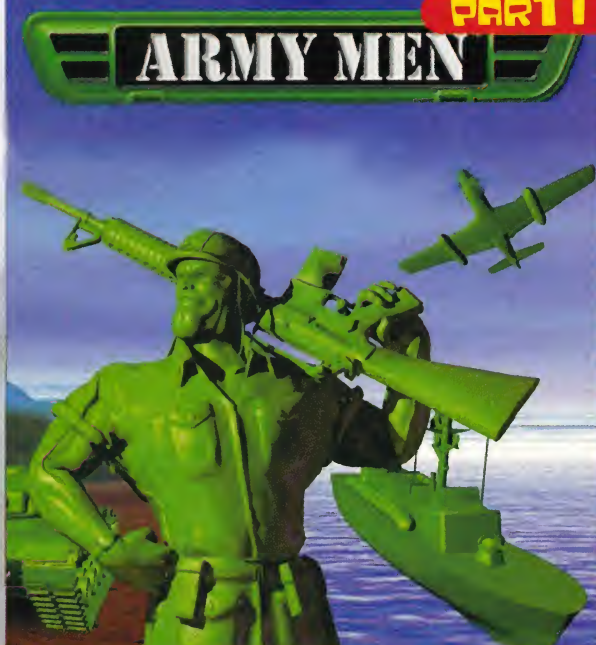
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Nintendo

GAMEBOY COLOR

PART 1



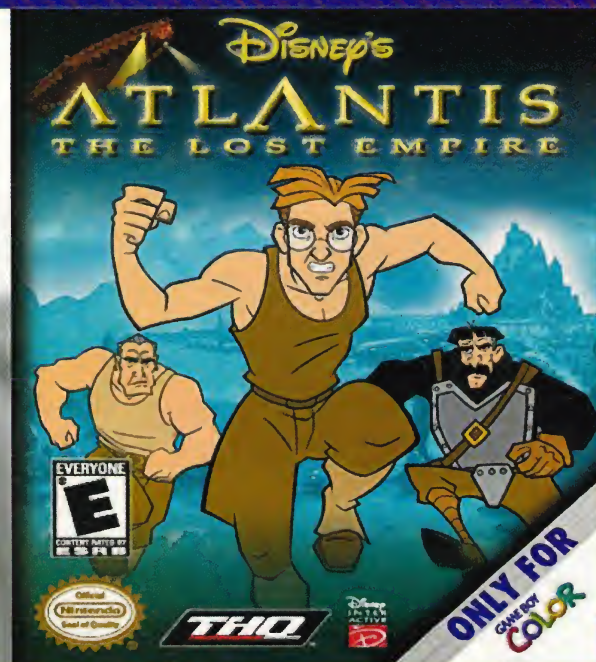
Nintendo

GAMEBOY COLOR

PART 2

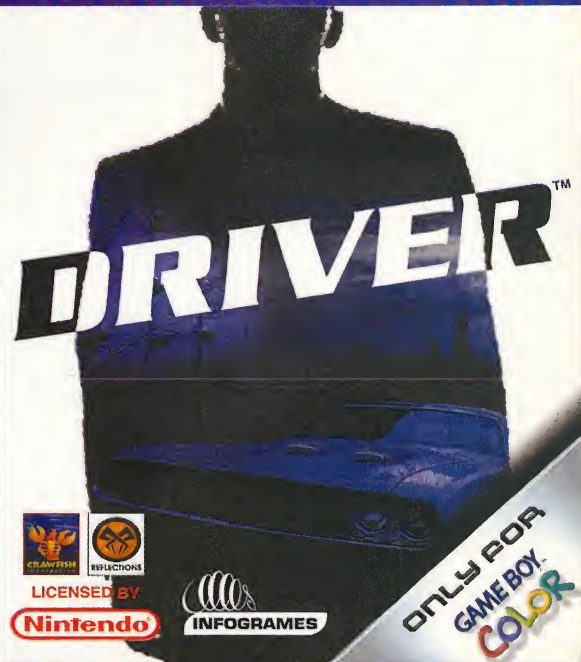


GAMEBOY COLOR



Nintendo

GAMEBOY COLOR



Nintendo

GAMEBOY COLOR



ONLY FOR

GAMEBOY ADVANCE



INFINITE
AMMOEXTRA
CHARACTERSINFINITE
HEALTHEXTRA
VEHICLESALL
WEAPONSINFINITE
LIVES

ARMY MEN

PART 2

Level Codes

* Alpine: Winding River

Patrol - Mortar, Mortar,
Grenade, Machine Gun
Defense - Helicopter, Grenade,
Jeep, Machine Gun
Radar Round Up - Jeep, Mortar,
Machine Gun, Machine Gun
House Call - Helicopter, Jeep,
Grenade, Plane
Movin' On - Plane, Tank, Mortar,
Jeep

* Alpine: Prison Camp

Assault Prep - Machine Gun,
Tank, Helicopter, Jeep
Assault Start - Machine Gun,
Mortar, Plane, Mortar
Destroy Camp - Mortar,
Machine Gun, Grenade, Mortar
Escape - Plane, Machine Gun,
Grenade, Machine Gun

* Alpine: Construction

Secure Region - Mortar, Plane,
Machine Gun, Plane
Get the Tank - Helicopter, Jeep,
Grenade, Tank
Sack the Base - Machine Gun,
Helicopter, Helicopter, Jeep
Final Assault - Mortar,
Helicopter, Machine Gun, Jeep
Victory - Plane, Tank, Plane,
Machine Gun



ACTION REPLAY

Infinite Health
014018CC

Infinite Ammo For First Selected
Weapon
01FF9EC3010ACDCB

ARMY MEN

PART 1

Level Codes

* Desert: Cactus Flats

Ghost Town - (none)
Caution - Grenade, Machine Gun,
Helicopter, Jeep
En Route - Jeep, Helicopter,
Helicopter, Jeep
Clean Up - Machine Gun, Grenade,
Machine Gun, Grenade

* Desert: Casa Flats

Enter Town - Machine Gun,

Helicopter, Jeep, Machine Gun
To The Bank - Grenade, Grenade,
Helicopter, Helicopter
Stop the Tans - Machine Gun, Jeep,
Machine Gun, Helicopter
Tan's HQ - Jeep, Jeep, Grenade,
Machine Gun

* Desert: Winding Canyon

Find that Jeep - Machine Gun,
Plane, Jeep, Helicopter
Clear Patrols - Tank, Helicopter,
Jeep, Machine Gun
Clear the Radar - Mortar, Tank,
Helicopter, Jeep
Play it Again - Machine Gun,
Helicopter, Tank, Mortar
To the Helipad - Machine
Gun, Mortar, Machine Gun,
Helicopter



GBX

DRIVER

Cheat Mode

At the main menu, highlight the
Undercover option, then press ↑, ↑,
↓, ↓, ↑, ↓, ↑, ↓, ↑, ↓, ↓. Select
the new cheat option that appears.
Once in the cheat menu, press Right
to activate or Left to de-activate the
various cheats.

Miami

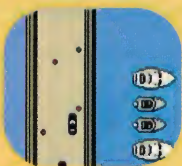
Bank Job: Face, Face, Face, Face
Hide the Evidence: Tire Tread, Badge,
Cone, Red Siren
Boat Chase: Stoplight, Key, Key, Blue
Siren
Hit Five Restaurants: Cone, Cone,
Cone, Badge
Superfly Drive: Key, Red Siren, Red
Siren, Stoplight
Bait for Trap: Key, Badge, Tire Tread,
Blue Siren
Take out DiAngelo: Badge, Cone,
Badge, Red Siren

Los Angeles

Steal a Cop Car:
Red Siren,
Badge, Key, Tire
Tread
Get Lucky to Doctor: Cone, Blue
Siren, Red Siren, Red Siren
Beverly Hills Getaway: Badge,
Badge, Stoplight, Cone

New York

Grand Central Station: Blue Siren,
Key, Key, Key
Trash Granger Car: Stoplight, Tire
Tread, Red Siren, Badge
Stop Grangers gang (five cars) :
Key, Badge, Badge, Cone
Chase down Grangers Boy: Red
Siren, Blue Siren, Red Siren, Blue
Siren
Crosstown Race: Tire Tread, Key,
Cone, Stoplight



GBX

DISNEY'S ATLANTIS: THE LOST EMPIRE

Level Passwords

Enter the following at the
password screen.

Submarine:DCNC
Cove:XDKV
Fire:CFCS
Ice:DHCV
Volcano:TJJT
Internal:JMFJ
Palace:QNFS



GBX

FINAL FIGHT ONE

Unlock Secrets

During the game, you
slowly earn fighting
points. These are used
towards unlocking secrets
in the game. A total of
2000 points are required
to unlock everything.
Each level gives you
about 50 to 100 points,
ranging from the first
to sixth level. The
secrets are opened
in the following
order:

- Extra lives: Extend up
to nine lives.
- Stage select: Levels One
through Six.
- Colour change for all
characters: Also opens up
Alpha Guy and Alpha Cody
as two new characters.
They look exactly like the
ones in the Alpha series.
- Rapid punch: Allows
you to hold Attack to
punch rapidly.



GBX

ELEVATOR ACTION

Predict Collectibles

Walk into a '?' Door with any of these digits
in the hundreds position on your score,
and get the following. If you need extra
points, wait outside the door blasting
enemies.

1 or 2: Shotgun
3 or 4: Machine Gun
5 or 6: Pistol
6 or 7: Grenade
8 or 9: Extra Heart

Shoot Out Lights

If you have a Machine
Gun or Pistol, when you
go down the elevator,
shoot one bullet across a
ceiling. It takes out the
lights, which dim several
times before coming
back on. Anyone under
a falling light is killed.



ACTION REPLAY

Health
9105FBCB

Infinite Lives
9103facb

Pick Up One
Document to
Have All
91003cd8
91003dd8

Always Have xx
Weapon (Replace
'xx' with the
weapon's
number)
910x8bcb
910x8ccb

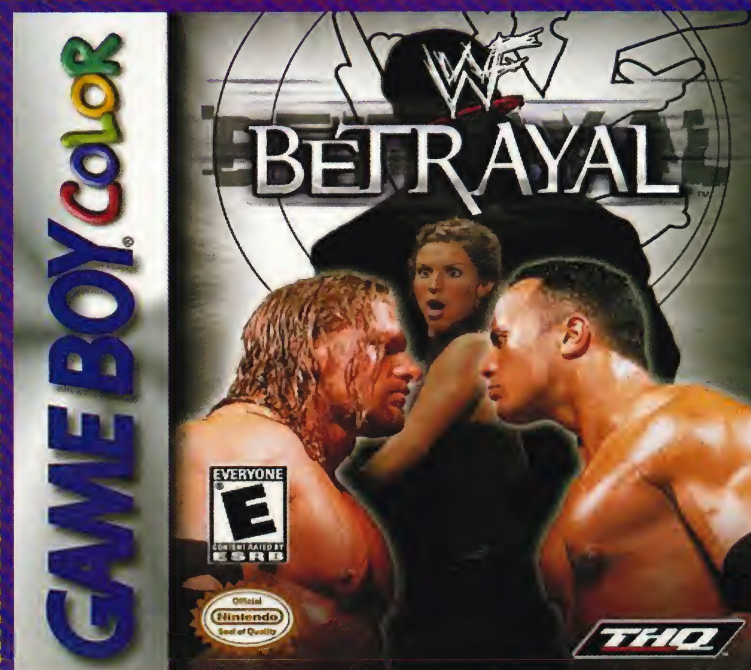
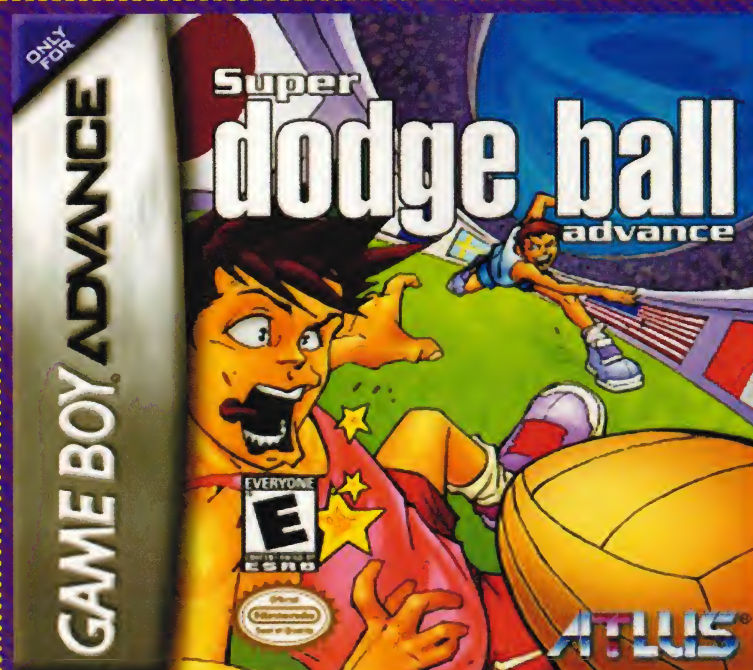
00 pistol
01 machine gun
02 shotgun
03 grenades



GBX

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INFINITE
AMMOEXTRA
CHARACTERSINFINITE
HEALTHEXTRA
VEHICLESALL
WEAPONSINFINITE
LIVES

PITFALL: THE MAYAN ADVENTURE



when the Continue screen comes up. The counter stops counting down and you can continue forever.

View All Levels

To view all levels, enter the following button presses at the title screen: L, Select, A, Select, R, A, L, Select. Press Select and R or L to scroll through the levels. Then press \rightarrow to make the boomerang appear around the word 'Start'.



GBX

MARIO KART SUPER CIRCUIT



Boost From Starting Line

Like all Mario Kart games, you can boost from the starting line. Press the accelerator as soon as the green light comes on. You need perfect timing, but you boost ahead of the other racers right at the start.

New Title Screen

To see the new title screen (which just features an orange background instead of blue), complete all the circuits in 50cc, 100cc, and 150cc.

Unlock Classic SNES Tracks in GP mode.

In order to unlock each classic cup, first complete the entire circuit one time with at least a Gold in each race. Then play through that each cup one more time and collect at least 100 coins and the Classic SNES version of that cup is unlocked.

Unlock Classic SNES Tracks in Time Trial

Once you have unlocked the SNES tracks in 150cc you can play through them in the Time Trial Mode.

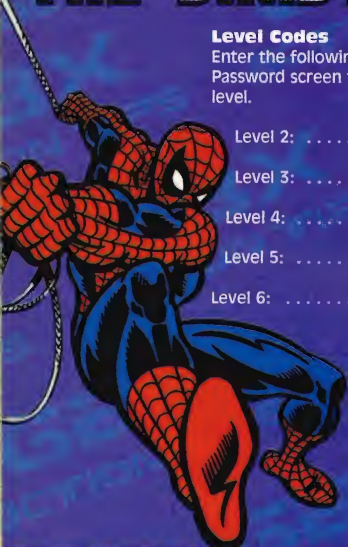
Unlock Special Cup

To unlock the final circuit, Special Cup (which includes Star Road), you need to get a Gold trophy in each of the earlier races.



GBX

SPIDER-MAN 2: THE SINISTER SIX



Level Codes

Enter the following codes at the Password screen to skip to that level.

Level 2:5TFX3W

Level 3:4T3I3W

Level 4:FSIH3M

Level 5:TSNT9C

Level 6:86DD1V

Unlimited Health

At the title screen, Press \uparrow , \downarrow , \rightarrow , A

Unlimited Webbing

At the title screen, Press \leftarrow , \downarrow , B, \uparrow

ACTION REPLAY

Infinite Lives

9106FFC9

Infinite Health

91FF19C1

Infinite Web

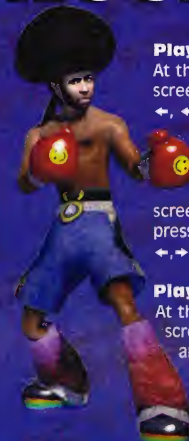
910F43C9

One-Hit Kills (All Bosses)

910199C1

GBX

READY 2 RUMBLE BOXING: ROUND 2



Play as Michael Jackson

At the game mode selection screen highlight Arcade and press: \leftarrow , \rightarrow , \rightarrow , \rightarrow , \rightarrow , then L+R

Play as Shaquille O'Neal

At the game mode selection screen highlight Survival and press: \leftarrow , \rightarrow , \rightarrow , \rightarrow , \rightarrow , then L+R

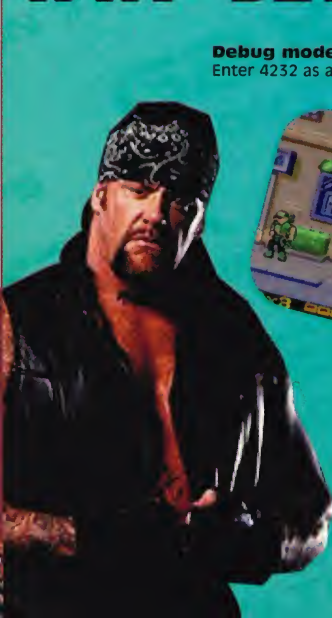
Play as Rumbleman

At the game mode selection screen highlight Championship and press: \leftarrow , \rightarrow , \rightarrow , \rightarrow , \rightarrow , then L+R



GBX

WWF BETRAYAL



Debug mode

Enter 4232 as a password.



GBX

SUPER DODGE BALL ADVANCE

Dream Team B

Successfully complete Championship Mode to unlock Special Championship Mode and Dream Team B (Rockets).

Dream Team C

Successfully complete special Championship Mode to unlock Dream Team C (Iron Men).

Atlas Dream Team

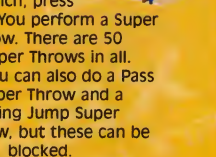
There are four initial Dream Teams. The Shooters, Rockets, Ironmen, and Warriors. They are won by beating them twice after you're in first place. Keep beating special Championship Mode three more times to get the other three dream teams. If you beat the Special Championship Mode one more time, you go up against the Atlas team. Beat them to win them. They're the last Dream Team.

Quickly Climb Ranks

The quickest way to move up in the rankings is to challenge the Number One team.

Super Throw

Get the ball and back up slightly from the line. Then, press Forward twice to run. On the third footstep or crunch, press Throw. You perform a Super Throw. There are 50 Super Throws in all. You can also do a Pass Super Throw and a Running Jump Super Throw, but these can be blocked.



GBX

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SOLUTIONS • TIPS • PLAYER'S GUIDES

TREME

solutions



RAYMAN

ADVANCE

Rayman's platform-pounding capers offered one of the most impressive games available for the launch of the Advance, but like the PlayStation game before it, it's incredibly hard. If you're missing some serious electroons and need a helping hand (attached to an arm or otherwise), check out the first part of our sizzling solution...

DREAM FOREST

Pink Plant Woods

Jungle Level 1

- Just after the red, bending flower, climb the vines and go left for a free life.
- Avoid touching water or you lose a life.



Jungle Level 2

- On this level, you encounter for the first time in the game: magicians, antitons, photographers, scavengers and flying fish. To visit the magician's secret bonus levels, you must collect ten blue tings and pay him. One little trick you can try if you don't make it through the entire bonus level in time is to collect tings while in the secret level (all you need is ten) and then

re-enter the level once you've been kicked out. The bonus levels are important because you earn valuable free lives by completing them.

- On your first time through this level, you see scavengers and cages at the top of the screen. They cannot be reached until you get the power to hang and punch.
- There are three electroon cages on this level.



Jungle Level 3

■ Betilla the Fairy gives you the power to throw your fist. Go to the far-right side of the screen, jump and knock down the purple grape, jump on top of the grape, and then jump onto the platform to exit the level.



Jungle Level 4

■ You see the first cage you can actually punch to free the electroons.

■ Knock down the first grape you see on this level and let it bounce down the hill towards you on the left. Jump on top of the bouncing grape and then jump up to the hand on the left. Jump to the platform on the right and collect a free life.

■ Grapes can be very useful to gain access to difficult-to-reach bonus items. Practise punching grapes up and down hills. The longer you hold the punch button, the harder you strike the grape. A very useful trick is to stand on top of a bouncing grape, hold and release the punch button, and then duck as your flying fist comes back to you. The fist punches the grape and pushes you along.

■ To get special fists and

powers suspended above water, find the nearest purple grape, knock it down and push it with your fist into the water. Once the grapes are in the water, you can jump on them and move (carefully) left and right. Using this technique, you find another magician at the bottom-right of this level.

■ The small scavengers can be annoying since they often duck when you try to punch them and then throw their hands to try to grab you. A useful trick is to hold the punch button down and do a long punch past the scavenger. Duck as the fist comes back towards you and the fist lowers as well, often punching a ducking scavenger.

■ In the middle of this level, you see a grape hanging at the top of the screen (just past the place where the

scavengers suddenly appear). If you jump up and knock this grape down, then ride it to the right side of the screen and into the water, you see a free life and a full power-up.

■ On this level, you also meet the first hunter. Hunters can be very annoying because not only do they shoot bullets at you, but their guns can also be used as shields to block your punches. One way to quickly get past the hunters is to jump and punch while in the air. Try to time the

Map Level

■ Once you exit this level, you return to the map of Rayman's world. A new medallion appear as well as a Save Game option. By using the directional arrows, you can walk Rayman over to new stages of the game. If you press the right arrow, Rayman walks over to Anguish Lagoon. Notice that Anguish Lagoon does not yet have any pink dots in it yet.



This means you have not yet freed any electroons in this stage. The pink dots let you know how many electroon cages you have freed in each stage. Each stage (in other words, each medallion) holds six pink dots.

punches so they hit the hunter in the head, avoiding his gun.

■ There are three electroon cages on this level.



Anguish Lagoon

Jungle Level 5

■ Whenever you see a trail of blue tings, even if they seem to lead towards a dangerous gulf, you should always follow or jump after them. The tings are often a hint that there may be hidden surprises or electroon cages nearby.

■ There are five cages on this level. You can't reach two of them until you get the power to grapple. For instructions on how to reach these two

cages, see Going Back in the Dream Forest World (below).

■ After the second floating platform, you see a bunch of blue tings. Jump off the platform and grab them, they lead to a cage of electroons. Be ready to duck though, because there's a hunter waiting.



Jungle Level 6

■ In this level you meet the first boss, Moskito. Stay towards the middle of the screen to see in which direction he's coming. When Moskito's in the air, try to jump up and punch him. When he flying at you low to the ground, the safest strategy is to either jump over him or duck underneath him. If you're quick, Moskito can be punched when low as well.



Jungle Level 7

■ In this level, Moskito becomes Rayman's friend and flies him past a dangerous series of hanging plants. The key to this level is staying near the middle of the screen in order to give yourself room to advance or retreat when necessary.



Jungle Level 8

■ Betilla the Fairy gives Rayman the power to hang.

The Swamps of Forgetfulness

Jungle Level 9

- Betilla the Fairy gives Rayman the power to hang.



Jungle Level 10

- Knock the purple grapes down and they fall on the heads of scavengers. Jump on top of 'em.
- On the second large island, you see one of the scavengers and a bunch of anti-toons. Don't use the grape to get rid of the scavenger or you miss a cage of electroons. Instead, approach the island from the

left by water using another grape. Punch all of the anti-toons while still on top of the grape. Then, knock down the grape that floats above the island. Push it to the right and into the water. When you arrive at the next island, a cage falls from the sky.

- There are two electroon cages on this level.



Jungle Level 11

- Climb up the first vine that's holding up the purple grape. Go to the top and then drop down and a cage appears.
- Knock the grape down, jump on top of it, punch and then duck down so that it moves in order to ride it down the hill.
- Before you get to the end of the hill, jump off the grape and onto a floating platform. Jump over to the right again and you find another magician. On the right of the platform is a blue ting. Jump

off after it and platforms appear, leading you to another cage.

- An electroon cage appears if you ride the grape in the water just before the two jumping anti-toons.
- There are two electroon cages on this level.



Jungle Level 15

- There are no electroon cages on this level, but there's a free life you can grab once you're at the exit sign if you have the super-punching power.

Jungle Level 16

- Once again you get to fight against Moskito. Try to remain in the middle of the screen so that you can see in which direction he's coming. Try hitting him while jumping in the air. Jump over Moskito when he dive-bombs you low to the ground. And duck underneath the large, spiked, purple fruit he carries.

Moskito's Nest

Jungle Level 12

- Climb up and get the tings on top of the mushroom tree at the beginning of the level. A cage appears on the ground.
- When you see the photographer while floating on a purple grape, don't jump off! Stay on the grape and it takes you to a cage.
- The tentacle can only be stopped by punching it in the mouth.
- There are three electroon cages on this level.

Jungle Level 13

- Climb up the tree to grab the tings and a cage appears below.
- Before exiting this level, knock down the grape and push it to the left until it falls in the water. Jump on it and float to the right and you find another cage.
- There are three electroon cages on this level.

Jungle Level 14

- You have to move quickly on this level to avoid the spiked purple fruit. There really is no secret other than staying as far ahead of the fruit as possible and not delaying your jumps from vine to vine.



Going Back in the Dream Forest World

- When you get to hang and to punch, go back and pick up a few more cages. In Jungle Level Two, three more cages are accessible.
- In Jungle Level Five, get on the falling platform at the very top of the screen. As you are falling, wind up quickly and punch to the left to knock down the grape. You fall on a platform with a grape. Jump on top of the grape and swing over to the left using your

grappling power until you see the cage. Jump down to the mushroom tree and another cage appears.

- In Jungle Level 12, climb the vine just after the photographer and get rid of the bad guys. You find a magician and a little bit further some flying hooks that leads to a hidden cage.
- Once you've beaten the bosses once, you will not have to fight them again.



BAND LAND

Bongo Hills

Music Level 1

- There is a free life if you jump down in the space to the left of the exit panel.
- There is one electroon cage on this level, but you need the power to run in order to get it. Running power is given by Betillia the Fairy once you have finished Mr Stone's Peaks.



Music Level 2

- Watch out on this level because the clouds tend to drop very quickly from beneath your feet. Always be ready to quickly jump to the next cloud or bongo for safety.
- Advance forward to the end of the bongo, then retrace your steps, jumping over the

- cloud and you find a free life.
- Jump above the exit panel at the end of the level. When you land on the left side of the panel, a cloud appears off to the right of the screen. Get on the cloud and it takes you to a cage.
- There is one electroon cage on this level.



Music Level 3

- At the second flying maracas, just after the photographer, don't get on it right away. Instead, fall beneath it. Continue going down until you find a cage. Retrace your steps.
- At There is only one electroon cage on this level.



Music Level 4

- Go after the lone power-up hanging over the edge and you find a hidden reserve of power-ups, tings, and a golden fist.
- There is only one electroon cage on this level, but you can't reach it until you get the helicopter power from Betillia the Fairy at the end of Allegro Presto.
- The secret to this level is to pay attention to when the drums blink, because lightening is always sure to follow. After you pass a series of drums throwing lightening

at you (the ones just past the jumping anti-toons), retrace your steps and a cloud appears. Jump on the cloud and go left to fight a grasshopper. The secret to beating the grasshoppers is to move close to them, punch and then duck. When your fist comes back to you, hit the grasshopper. Repeat this procedure rapidly. Once you've got rid of the grasshopper, walk all the way to the left and a series of clouds appear, allowing you to escape and gain a free life.

Music Level 5

- When you arrive at the first photographer, instead of continuing forward, jump back on the brown maracas and jump over to the platform on the left. Shrink by touching the elf, and follow the tings. Fall down onto the brown maracas and descend until you see the notes and then jump off to the left. Take the second ascending cloud and you will see a cage. After freeing the electroons, get back on the cloud and retrace your steps.
- At the exit, jump over to the other side of the panel and fall down to the bottom. Go left and you find another cage. Retrace your steps and on the far right side jump and a cloud appears to take you to the exit.
- The brown maracas on this level can be very challenging. When you're on a maracas, jump from spinner to spinner

in order to avoid the blue spikes in your path.

- There are two electroon cages on this level.

Music Level 6

- Avoid touching the mad red drummers by using the clouds to go around them. To get past the second mad drummer, you can ride the cloud between its knees.
- There are no electroon cages on this level.

Allegro Presto

Music Level 7

- At the second arrow-shaped group of tings, just after the false notes (which you must get past by ducking) instead of continuing down, jump up to the ledge on the far left side of the screen, then jump over the right and you find a cage.

- There are three electroon cages on this level, but one of them you can't reach until you acquire the power to run, which Betillia the Fairy gives you at the end of Mr Stone's Peaks.



Music Level 8

- Timing is everything when the trumpets blow you back and forth. Try to jump early enough to reach higher platforms.
- After the photographer, instead of descending, climb up the platforms to find the free life.



- Once you've passed the photographer and begin going left again, you see another trumpet. Crawl beneath this trumpet, and on the next ledge of ice above you there's another cage of electroons.
- There is one electroon cage on this level.

You hear a noise which means that something has appeared. Jump back left to get to the bonus level.

■ At the end of the level, you seem stuck because the exit panel is not in sight. Jump on the upper slippery platform, and a cloud appears. Jump on the cloud and the exit panel appears.

■ The sliding ice can be very dangerous to walk on. One secret when jumping between icy platforms is to jump and grab on to the ledges. Rayman doesn't slide when he's hanging on a ledge. This can be a very effective strategy when jumping between small platforms.

■ There are two electroon cages on this level.

Music Level 9

- Move toward the right, jump on the first bongo, and then retrace your steps to find a cage.
- After the photographer, jump on the two small platforms and then retrace your steps. A brown maracas appears. Ride it and you're led to a cage.
- Once you've reached the walking drum, jump off onto one of the sliding platforms.

Music Level 10

- There are no electroon cages on this level.
- This is the first time you will meet the second boss, Mr Sax. When he blows false notes at you, punch them back into the hole in his horn.

Music Level 11

- Betilla the Fairy gives you the power to use your hair as a helicopter for short periods of time.

Gong Heights

Music Level 12

- On this level you see the Tibetan monks for the first time.
- Jump on the clouds above the first Tibetan and a cage appears near the entrance to the level.
- When you see a series of four clouds underneath a group of

tings, drop down beneath the clouds to find another cage.

- There are four electroon cages on this level. You can't reach one of the cages until you get the power to run, which Betilla the Fairy gives you at the end of Mr Stone's Peaks.



Music Level 13

- There are two electroon cages on this level.



Mr Sax's Hullabaloo

Music Level 14

- There are six electroon cages on this level.
- At the far right side of the level, you see a cage beneath you that's inaccessible for the moment. Take the steps going up which lead to another cage.
- After your picture's taken by the photographer, you begin a long downward slide. Pick up a lot of speed (be careful to duck underneath the notes) and run all the way into the wall on the far right side of the level (you see some sparkling stars). If you picked up enough speed, a brown maracas appears upon impact with the wall. Ride it up to another cage.
- You can move from left to right on the cymbals, but when they start to vibrate, move to the middle. It's the only spot to avoid getting squashed.
- If you grapple all the way up the flying rings next to the exit, you find a free life.



Music Level 15

- Punch all of the false notes that you see into the hole in Mr Sax. When you are running away from Mr Sax, keep punching all of the notes in your path. They soar backwards and slow Mr Sax down.

Music Level 16

- Now you have a chance for a one on one with Mr Sax. When he launches the fat grenade notes at you, jump off the ground. As long as you are in the air, they will have no effect.

BLUE MOUNTAINS

Twilight Gulch

Mountain Level 1

- Before grabbing the first flying hook, advance forward a little more and grab the fist for super punching power. You need this fist to grab the hook.
- Jump to the left of the exit panel at the beginning of this level and fall down. Crawl right, past the rock monster and a cage appears behind it. Go up and you find another cage as well.
- You see a blue ting hanging above empty space. Jump

into the gulf and it leads to more tings and a cage.

- There are six electroon cages on this level. You need to get the power to run to reach a flying ring and access one of the cages.



Mountain Level 2

- You can jump over or break the large rocks that block your way. Sometimes they have bonus surprises hidden within them.
- When you find yourself stuck in a narrow cavern with bouncing lava rocks and Mr Stone walking above, break the rocks and advance to the right. A cloud appears above. Break the rocks again and go back to the left side of the cavern and climb up. Jump on the cloud that appears to escape.
- Watch out for the hunter



at the end of this level. One way to get around him is to jump off the last cloud and grab the ledge instead of landing on the ground directly in front of him. Once the hunter's bullet passes overhead, jump up on the ground and punch him.

- There are no electroon cages on this level.

The Hard Rocks

Mountain Level 3

- There is only one electroon cage on this level.
- At the beginning of this level, if you crawl in the cavern to the left, then avoid the stone monster and ride the clouds, you're taken to a power-up and then brought back to the beginning of the level. Once back at the beginning, jump down and to the right into a narrow cavern. It leads to the only

electroon cage on this level. Watch out for a hunter guarding the cage.

- There are two exits to this level. The first one comes after you ride the cloud and avoid a series of blue spikes. If instead of leaving by this exit, however, you walk down the hill and to the left, a cloud appears, taking you to another exit where you also find an extra life.



Going Back in Band Land

- Once you get the helicopter power at the end of Allegro Presto, go back to Bongo Hills. In the fourth

level (the one with the lightning) the helicopter lets you grab a flying hook which leads to a cage.

Mountain Level 4

■ Once you avoid the three floating blue spikes on this level, jump down into the following cavern and grab the mini power-up. A cloud appears next to the third blue spike you just avoided, and leads to another electoon cage.

■ In the next cavern you encounter a series of moving clouds. On the far side of this cavern there is another magician and a bonus level with a free life. At the top left side of this cavern you see a

group of tings. If you jump towards them, clouds appear to make the jump more accessible. Grab the tings and you see another electoon cage further to the left.

■ There are two electoon cages on this level.



Mountain Level 5

■ The winding caverns in this level can become confusing, but it's important to remember there's one electoon cage before the photographer and two after him. The two cages after the photographer both appear only after you have followed a certain path in the game. So explore all of the cavern openings and follow all of the clouds.

■ To avoid falling rocks, hang on the edge of platforms and let them bounce over you.

■ At the end of the level (on the bottom right-hand side), fall in a hole following the path of tings. You end up at

the foot of two rock monsters. Get rid of them with a couple of hits to the head. Get the power up on the bottom left and a cloud appears, leading back the way you came to another cage.

■ There are three electoon cages on this level.



Retracing Your Steps

■ Now that you have the power to run, return to Bongo Hills in Band Land. On Music Level One, just after you fall down on the walking drum, go left and down until you reach a crawl space beneath a drum. Crawl left until you reach a gulf that seems to be a dead end. Using the running power, jump across the gulf as far as you can. If you jump far enough, clouds appear to catch you. Jump upwards on the clouds until you reach one that moves. Ride this cloud to the right and it takes you to a group of tings. Once you grab the tings, a cage appears.

■ You can also now reach another electoon cage in Music Level Four of Bongo Hills (the one with the lightning). Once you pass the upper level of drums shooting lightning, you see a series of 'steps' leading downwards, each with an anti-toon on it. Above these steps there is a flying

hook. From the first step, use your running power (it is possible to reach this ring without the running power) to run and grab the hook. Then, swing once again to the right, and coast with the helicopter power to the electoon cage.

■ With the power to run, you can also reach the remaining cage in Allegro Presto on Music Level Seven. In the middle of this level, just after you see an arrow-shaped group of tings pointing upwards, pick up a lot of speed (by sliding downwards from the far left side of the screen to the far right side and then pressing the run button) and jump up to an icy ledge on the right side of the screen where you will find a hidden cage of electoons.

■ In Gong Heights, you can now free the last cage of electoons on top of the second of the three flutes at the beginning of Music Level

Mr Stone's Peaks

Mountain Level 6

■ Break the rock to free the musician's guitar and he gives you a special vial that allows you to fly through a cavern filled with spikes. There are two electoon cages on this level. The first is in a small cave below the first floating blue spike. The second cage is in another cave below the following series of floating blue spikes. There is no real secret to getting past this level other than taking your time past the spikes.

■ There is a free life in an alcove just beneath the exit sign.



Mountain Level 7

■ Cut the frayed section of the cords with your helicopter hair. Only at this spot can you cut the cords and keep the huge slab of stone from forcing you into the water. It's best to try to cut in an up and down

motion, cutting as much as possible in one spot.

■ Once you've reached the grass, fly up into the first opening where there is another hidden cage.

■ There is only one electoon cage on this level.



Mountain Level 8

■ On this level you lose the super helicopter power.

■ Once you have passed the first round of rising water and see the giant bonsai, keep going left and a series of clouds takes you to a cage.

■ There is only one electoon cage on this level.

Mountain Level 9

■ After a long flat trek, fall down before you reach the grass and you find a magician.

■ Jump into the next cavern, or the one after, and you find a group of tings.

■ After the photographer, jump down to the left in the second cavern and you find a cage. When you see the series of blue steel balls, jump into either the second or third cavern and you find another cage.

Mountain Level 10

■ This level gives you a chance to fight Mr Stone one-on-one. In order to hurt him, you must jump up and punch the head of the totem pole in the middle of the screen. But the only way you can reach this high is by jumping on top of one of the rocks Mr Stone throws at you. Each time you hit Mr Stone in this manner, run to the opposite side of the screen, avoid the obstacles he launches at you, and await the next stone. Be careful though because some of the more rapidly thrown stones cannot be used. You have to duck

under them. Eventually clouds appear, which you can jump on as well. Don't forget to change sides each time Mr Stone is hit.



Mountain Level 11

■ Betillia the Fairy gives you the power to run.

And on that note, we'll leave the electoon-freeing superhero hanging around. Come back next month for Part Two of our sizzling solution to RayMan Advance...

LARA CROFT TOMB RAIDER

Part Two

CURSE OF THE SWORD



Last month we left you in an abandoned subway. This month we take you through more of the game. Final part next issue...

Abandoned Subway 1 (Cont)

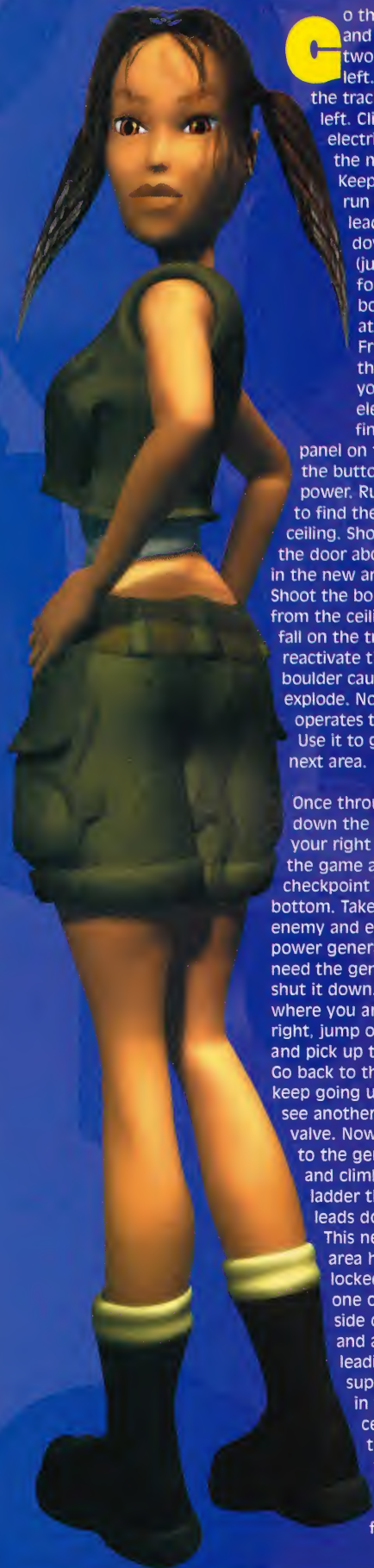
Climb back up the shaft you just came down, go left, climb down the first set of and at the bottom keep heading left over the subway cars. You eventually find the door that you came through. Go back through it and then drop straight down off the ledge into the spike pit. If you just jump straight down you land on a spot with no spikes. Walk slowly to the left to get past the spikes (be sure to save too). Climb up the ladder

to the left and put the four fuses in the circuit breaker to open the door. In the next room is a switch on the ceiling that opens two doors on the floor. The door on the left leads to a large health pack and some rapid-fire bullets. The right-hand door leads to a hole to jump down.

After climbing down, go through the doorway. Head to the right and drop down the ledges

until you come to a large gap. Jump across and notice the blocked area to your right. Climb down the ladder until you see an outcrop on the left. Backflip over to it and crawl to get through the low area. Climb down the ladder and shoot the switch on your left then drop straight down off of the ladder to pick up the health pack and dollar sitting in the spike pit. Climb back up the two ladders to get to the previously-blocked area. You find another dollar and a save point. Note the ticket slot on the wall; you need to return once you've bought a ticket. Climb down the ladder to a ticket machine at the bottom on the right side. It says you need three dollars for a ticket. You need to find the third. Climb back up the ladder and jump off to the ledge on the right. This path leads you down a ladder and into a room with a rat and the last dollar. Pick it up and go back to the ticket machine. Get the ticket and go back up to the top of the shaft. Use the ticket on the slot to open the door, save your game and run to the right, jumping over spike pits until you come to a door.

Abandoned Subway 2



Go through the door and slide down the two slopes to your left. Once you're on the tracks keep heading left. Climb over the electrified tracks using the monkey bars. Keep going and you run into a shaft leading down. Climb down the ladders (jumping back and forth to avoid boulders) and save at the bottom. From there, go to the right. When you get to the electrified track find the power panel on the wall. Press the button to shut off the power. Run on the track to find the switch on the ceiling. Shoot it to open up the door above. The elevator in the new area isn't working. Shoot the boulder suspended from the ceiling to get it to fall on the track, and reactivate the power. The boulder causes the track to explode. Now the power operates the elevator. Use it to get to the next area.

Once through, slide down the slope to your right and save the game at the checkpoint at the bottom. Take out the enemy and examine the power generator. It says you need the generator key to shut it down. Remember where you are. Run to the right, jump over two gaps and pick up the old valve. Go back to the left and keep going until you see another old valve. Now go back to the generator and climb the ladder that leads down. This next area has two locked doors, one on either side of you, and a door leading to a supply room in the centre. Go through the door marked 'stores' to find a room with

two old valves. Insert the valves in the machinery by the locked door, and then follow the conduit line to the switch operating that door. Flip the switch and it opens. Do this for both doors.

Go through the door on the left first. Once through, jump off the ledge to your right and then jump off the next one to dive into the water. Swim down and enter the subway car underneath you. Keep swimming to the left and try to hug the ceiling. Eventually you come to a ledge you can climb up to. Once out of the water, take out the zombies and climb up the ledge to your left. Keep going in that

direction and you soon find a doorway. Go through it and examine the pump machinery in the room. You need to find some fuel before you can activate the pump. Go through the door on the right. In the next room, jump off the ledge to land in some water, swim down and to the right to get through the underwater passage, then surface and climb up the ledge on the right side. Climb down the ladder to your right to find the gas can. Climb up the ladder and go back to the left,



jumping over the water gaps to reach the other ladders that lead to the doorway out of this room.

Back in the pump room, use the gasoline to activate the machinery. Go back to the room on your right and the water level has risen. Now you can reach an area to the upper-right that was previously inaccessible. Swim over there, save your game, and then climb up the ladder to get the dynamite. Go back down the ladder and go through the doorway. Hit the switch then climb up the ladder on your right. Not too long ago you swam through here, but the pump has lowered the water level, so now you can walk. After reaching the bottom of the ladder, go to the right and drop down into the subway car you're walking on top of. Go back through it to the left, past the two zombies, and keep going as the track you are running on goes down a slope. Jump on the next car to your left and place a stick of dynamite on the arrow pointing to the cracked section of the car's roof. Quickly run away to avoid the explosion. This opens a hole in the roof allowing you to jump down and collect the train lever, which is useful later.

Now it's time to leave this area. Climb back out of the train, jump up to the platform above its right side then jump right over the slope, then through the trains to find the ladders leading up towards the exit of this room. Once out of the room keep running to the right until you find the door marked Platform 2 (to save, climb up one of the ladders on the way).

In the next area, draw your guns and run to the right. There's a couple of tougher enemies nearby as you enter this area,

so watch out. Climb up to the roof of a subway car and run to the right. Keep running and jumping from car to car until you get to the very last one. Enter it from its left side and the game switches to an interior view of the car. Save your game and use the lever on the control panel of the train. This moves the car forward, revealing a hole in the track. Get back out of the train and jump down the hole. To your right you find a fat zombie and a small health pack. Proceed to the left and go through the door.

The door takes you to a higher spot in the same level. Drop down and you see the subway cars. Again you need to run to the right from roof to roof. Since the train has moved, a new area is accessible from the roof. Climb up to it and go through the door. On the other side go to the right and climb up the ladder. Get a running start and jump the gap over the ladder. Climb up the ledge and go through the door there. Run to the right, go up the ledge and keep going past the door. Drop

down and then crawl underneath the walkway you were just on. This leads to a broken-down generator with a key and health pack sitting next to it. That's the key you need to turn off the other

generator, so it looks like it's time go back to that area. Go through the door next to the generator and climb up the ladder to your left. Keep going to until you find another doorway. Go through it and you see you're pretty close to the generator. It's directly above you, so go either left or the right and climb the ladder there. Use the key on the generator and save. Turning off the power opens a section of track that was previously electrified. Go back down the ladder and through the door on the far right. Drop down and then keep going to the right. Again you're jumping from car to car. Keep going past the last car and you finally come across the old man you came down into the subway to find. Walk up to him to finish the level.

Runaway Train

In this mission you have two and half minutes to get to the front of the train to stop it. There are gaps in between some of the cars you have to jump across, and signal lights hanging from the ceiling of the subway tunnel that can knock you right off if you aren't careful. Proceed through the interior of the cars whenever possible. The first two gaps you have to jump can be done on the bottom level, but the second two jumps are from the roof. Shortly after the second gap you come to the front of the train where you can pull the switch to stop it and end the level.

And that's where we leave it for this month. Stay tuned for the third and final part next issue!



ON THE SHELVES



Our monthly round-up of almost every game on the Game Boy scene...



I finally got General Fiszt, readerz! Ah caught the stinkin' dictator spiritin' his ill-gotten gains out of his jungle hideaway in four huge army trucks. I leapt in the back of the nearest one and hid for seven hourz behind a crate full o' plundered art treasurez and played my Game Boy Advance. Kewl! I completed Mario Advance and got a little further in Kuru Kuru Kururin before the dictator pulled into his bunker and all hell let loose.

The exact detailz of what happened to Fiszt is classified, but let me tell you he's still alive (unlike most of his army), but in captivity. The things he stole from his people are back in their proper place. Jeepers! They should give me a medal!

If you're trapped on a seven-hour road journey, you need a good Game Boy game too. Make sure you miss all the dudz by checkin' out our guide over the next few pages.



1,2,3... >

102 Dalmatians:

Puppies to the Rescue69%
Great graphics, hollow design – typical Disney platformer...

194285%
Classic shooting action from Capcom. Has all the charm and appeal of the coin-op.

3D Pocket Pool89%
The best ball-'n'-baize game on the GB yet – bar none! Real class.

72038%
The skateboard sim's 45° perspective makes it awkward.

A >

Action Man58%
Weak controls and an average game. Takes time to get into.

Aliens: Thanatos Encounter . .37%
Tedious top-down blaster destroyed by disastrous flaws.

Alfred's Adventure86%
Platformer with lots to do but little to see. Great fun, though...

Alice in Wonderland65%
Another dated platformer. Disney must try harder.

All-Star Baseball 2000 . . .75%
Interesting baseball sim. Not an ideal sport to convert, though.

All-Star Baseball 2001 . . .75%
Another baseball sim. Updated rosters, if anyone cares.

All-Star Tennis 200081%
Not a bad game of tennis, but not as good as Mario's marvel.

Alone in the Dark: TNN . . .81%
Absolutely sumptuous arcade adventure in the *Resi Evil* mould. Greatest graphics ever!

Animorphs45%
Dreadful RPG, a poor man's Pokémon without the good bits.

Antz78%
Okayish platformer. Fun, but derivative.

Antz Racing68%
Great graphics, but it's difficult to anticipate the corners properly.

Armorines: Project SWARM .60%
Awkward blaster. Would have been good if it weren't so clumsy.

Army Men76%
Little green men and their little brown foes. Fun shoot-'em-up.

Army Men 282%
More polished than the original, but aiming is awkward at times.

Army Men: Air Combat . . .80%
Micro version of *Desert Strike*? It plays really well too!

Army Men: Sarge's Heroes .55%
What went wrong? Boring, limited and an insult to *Army Men*.

Asteroids80%
Fine update of the Atari classic. A real cool customer.

Austin Powers: Oh Behave .30%
A terrible collection of gimmicks with next to no gameplay.

Austin Powers: Welcome to my Underground Lair22%
Almost the same as *Oh Behave*, but somehow even worse.

Azure Dreams69%
An old PSX RPG comes to the GBC – not a bad effort either.

B >

Babe and Friends68%
A weird sheep-herding puzzle game that doesn't quite come off.

Backgammon79%
It's backgammon. On the Game Boy. No more, no less. So there.

Ballistic80%
If you can get your head round the rules, this puzzler isn't bad.

Barbie Fashion Games . . .65%
More of a toy than a game, but not at all bad. Honest!

Barbie: Ocean Discovery . .60%
A collection of simple mini-games for the younger gamer.

Bass Masters Classic52%
Nothing particularly classic about this fishy angling sim.

Batman: Chaos in Gotham .35%
Sad and sorry Batman offering with stupid gameplay flaws.

Batman of the Future: ROTJ90%



Sizzling scrolling fighter. Not too tough, but great fun.

Battleship70%
Game Boy version of the classic pen-and-paper game.

Battletanx38%
Incredibly weak shooter. Drive to enemy, blast until it dies, repeat...

Billy Bob's Huntin' & Fishin' .60%
Play a southern redneck in this wild frontier sim. Interesting...

Black Bass Lure Fishing . .45%
Another dud game based on the world's most boring sport.

Blade89%
Attractive, colourful and dynamic, but a little too short.

Blaster Master: Enemy Below 67%
Strange drive-and-walk platformer that doesn't really gel. Poor visuals too.

Boarder Zone73%
Simplistic snowboarding sim with poor graphics but OK playability.

Bob the Builder68%
It's for the kids, but not a bad game. Toddlers only, though.

Bubble Bobble Classic90%



Riveting retro action with Bub and Bob. A genuine classic!

Buffy the Vampire Slayer . .80%
High-kickin' high jinks with the vampire-hunting vixen. Cool.

Bugs and Lola70%
Not the Looney Tunes series' finest hour, but not a bad game.

Bugs Bunny in Crazy Castle 3 73%
Interesting puzzle platformer, but betrays its B&W roots.

Bugs Bunny in Crazy Castle 4 78%
Graphics much improved, but essentially more of the same.

Bust-a-Move 479%
Dreadful graphics, but great puzzlin' fun.

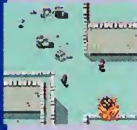
Bust-a-Move Millennium . .20%
Where did they go wrong? This is ugly, awkward and smeg.

Buzz Lightyear of Star Command33%
Shoddy and basic *Toy Story* cartoon spin-off. A pile of pants.

C >

Caesar's Palace 227%
A completely pointless casino sim. Don't take a gamble on it.

Cannon Fodder97%



A scorching shooter. Original, attractive and funny – fantastic!

Carl Lewis Athletics91%



The best multi-eventer yet. A real gold medal winner...

Carmageddon35%
Awkward, irritating driver with abysmal controls. Give it a miss...

Casper80%
This adventure game for kids will appeal to the kid in us all.

Catwoman40%
Dodgy action game. You'd have more fun with a ball of string.

Catz/Dogz43%
This *Tamagotchi*-type toy gets very boring very quickly.

Centipede60%
The original's cool, but this shoddy conversion wins no friends.

Championship Motocross 2001 Featuring Ricky Carmichael .80%
Good racing and enemy AI, but the tracks are too long.

Chase HQ Secret Police . . .70%
Average conversion of race-'n'-chase coin-op. Weak visuals.

Chessmaster, The89%
Really great chess sim only let down by the lack of modes.

Chicken Run83%
Stealth and puzzle-solving in this escape-'em-up. *Feather Gear Solid*?

Colin McRae Rally82%
Colin McRae's gets the TOCA treatment; a sizzling GBC racer. Tough, but ace.

Commander Keen79%
The kid commando returns in a colourful platform blast. Not bad, but no classic.

Conker's Pocket Tales80%
Interesting arcade adventure that gets better as it goes on.

Construction Zone19%
A lousy effort – so workmanlike its jeans hang over its bottom.

Cool Bricks82%
Sizzling *Breakout* clone with power-ups galore. Top stuff.

Crazy Bikers85%
This crazy cart handles like a dream and even packs a track editor.

Croc40%
Dodgy platformer that's not a patch on Nintendo's classics.

Croc 290%



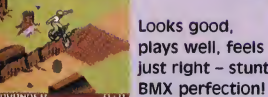
What a difference! The reptilian rascals' second outing is streets ahead of the first.

Cross Country Racing39%
Just another into-the-screen racer. Nothing special at all.

Cyber Tiger39%
Dodgy golf sim with awkward controls and weak physics.

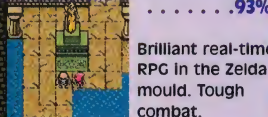
D >

Dave Mirra Freestyle BMX93%
Looks good, plays well, feels just right – stunt BMX perfection!



Daffy Duck: Fowl Play67%
The level design on this one is much better than its graphics.

Daikatana

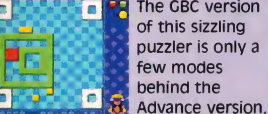


Brilliant real-time RPG in the Zelda mould. Tough combat.

David O'Leary Total Soccer .88%
Fab footie outing licensed from the Leeds Utd manager.

Deadly Skies11%
Terrible plane combat game that plays itself to a large degree.

Denki Blocks!



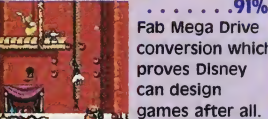
The GBC version of this sizzling puzzler is only a few modes behind the Advance version.

Déjà Vu I & II80%
Perplexing detective point-and-click adventures. Challenging.

Dexter's Lab: Robot Rampage 75%
Fun retro rave, but a complete rip-off of *Elevator Action*. Buy the genuine version first.

Dinosaur'Us57%
Great graphics, but this action adventure doesn't really cut it.

Disney's Aladdin



Fab Mega Drive conversion which proves Disney can design games after all.

Disney's Beauty and the Beast

.58%
A reasonable collection of mini-games, but nothing special.

Disney's A Bug's Life

.49%
Neat graphics, but a purely functional design. Typical Disney...

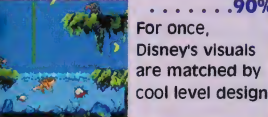
Disney's Donald Duck: Quack Attack

.68%
Exceptional graphics, but design puts the bog in bog-standard.

Disney's Dinosaur

.43%
Too much empty space, too little to do, and the visuals stink.

Disney's Tarzan



For once, Disney's visuals are matched by cool level design.

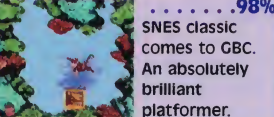
Disney's The Emperor's New Groove60%
Mediocre gameplay, and even the graphics aren't outstanding.

Disney's Toy Story 281%
Another Disney platformer, but this is a cut above the rest.

Dizzy's Candy Quest

.82%
A great little puzzler that's dazzlingly addictive and great fun to play.

Donkey Kong Country



.98%
SNES classic comes to GBC. An absolutely brilliant platformer.

Doug's Big Game

.52%
A reasonable adventure, but too repetitive in the long term.

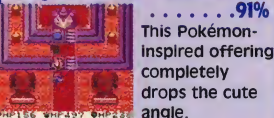
Dragon Dance

.43%
Novel ideas, but not all work well. Not a great *Breakout* clone.

Dragon's Lair

.19%
On every format, this game features excellent graphics and no gameplay. Same story here...

Dragon Warrior Monsters



.91%
This Pokémon-inspired offering completely drops the cute angle.

Driver

.88%
Top-down getaway game in which you play an undercover cop.

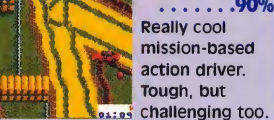
Dropzone

.83%
All-time classic blaster comes to the Game Boy with a vengeance.

Duke Nukem

.85%
This platform shooter offers guns galore and a high body count.

Dukes of Hazard: Racing for Home



.90%
Really cool mission-based action driver. Tough, but challenging too.

E >

EA PL STARS 200173%
Good footie sim, but suffers from weak goalies and awkward long passes.

Earthworm Jim: Menace to the Galaxy

.75%
Neat enough platformer, but nothing to set the world on fire.

ECW Hardcore Revolution

.30%
Boring bone-bender with very little going for it. Not good.

Elevator Action

.77%
Top retro coin-op update. A good blasting gather-'em-up.

European Super League

.63%
Graphically excellent, but buttock-clenchingly slow.

Evel Knievel

.73%
The Seventies stuntman leaps onto the GB in a reasonable game.

Extreme Sports with the Berenstain Bears

.77%
Simplistic but fun multi-eventer. It's for the kids, yknow...

F >

F1 Championship Season 2000

.89%
At last someone's achieved something with the F1 licence.

F1 Racing Championship

.67%
We've seen worse, but this could still be a whole lot better.

F1 World Grand Prix

.65%
Plays okay, but essentially another missed opportunity.

F-18 Thunderstrike

.49%
These into-the-screen blasters never work well on the GBC.

FIFA 2000

.20%
This footie flop plays like Birmingham City – badly.

Flintstones Burgertime in Bedrock

.57%
One of the all-time greats (*Burgertime*) badly mucked up.

Flipper and Lokapa

.79%
Cartoony platformer. Pretty good fun, if a little generic.

Force 21

.70%
Abysmal graphics mar an interesting real-time strategy sim.

Formula One 2000

.59%
Is there no end to these sub-standard F1 racers?

Frogger

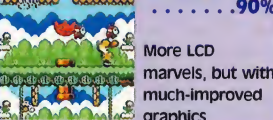
.80%
Update of an old coin-op. It leaves you hopping mad...

G >

Game & Watch Gallery 2

.88%
Pixel-perfect ports of LCD classics. Look out for *Donkey Kong*.

Game & Watch Gallery 3



.90%
More LCD marvels, but with much-improved graphics.

Games Frenzy

.40%
A collection of games that really didn't need to come to the GBC.

Gex: Enter the Gecko

.82%
Entertaining and involved platformer – cool main character.

Gex 3: Deep Pocket Gecko

.80%
Another winner from the wizard lizard, but not quite a classic.

Ghosts 'n Goblins

.72%
A retro rave from the grave in one of the earliest platformers. Well converted to GBC too.

Gift

.70%
Not a bad arcade puzzler, but it's no *Zelda*-zonker. Ho hum...

Godzilla

.65%
Innovative, but also awkward and samey. Well intentioned, but ultimately flawed.

Golden Goal

.70%
Not a bad little footie sim, but it's been overtaken since.

Grand Theft Auto

.70%
Is this the first Game Boy game where you play a criminal?

Grinch, The

.88%
Weak graphics but the *Pac-Man*-inspired gameplay is fantastic.

H >

Hands of Time

.78%
Interesting story and intelligently-designed maps make up for weak graphics.

Hello Kitty's Cube Frenzy

.88%
Beautifully simple puzzler. Weak visuals, but packed with fun.

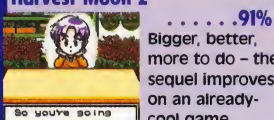
Heroes of Might and Magic

.87%
Hugely ambitious PC port – works well, but the sprites are small.

Harvest Moon

.84%
An RPG based on farming? Don't laugh – it's great!

Harvest Moon 2



.91%
Bigger, better, more to do – the sequel improves on an already-cool game.

Hello Kitty's Cube Frenzy

.88%
Mediocre graphics fail to destroy this cool puzzler. Great stuff!

Hercules: The Legendary Journeys

.48%
Another dodgy arcade adventure that makes its main character look ridiculous.

Hexcite

.80%
This one's okay when you get the hang of it, but tricky at first.

Hollywood Pinball

.59%
Great range of tables, but none of them really shine. Not good.

Hot Wheels Stunt Track Driver

.47%
There's nothing hot about this limited driver. No lastability.

Hype the Time Quest

.78%
Playmobil RPG for beginners. Not a bad foot in the door.

I >

Indiana Jones and the Infernal Machine

.72%
Sizzling graphics, but too much pointless wandering about. Needs more plot too.

Inspector Gadget

.89%
Colourful platformer featuring Gadget, Penny and the mutt.

International Karate 2000

.89%
Classic beat-'em-up that works brilliantly on the handheld.

International Superstar Soccer 2000

.60%
Not a terrible kick-about, but not a classic.

International Track & Field Summer Games

.69%
Playable, but eclipsed by the superior *Carl Lewis Athletics*.

ISS Pro '99

.74%
Reasonably okayish footie game, but *O'Leary Manager* is better.

J >

Jeremy McGrath Supercross 2000

.85%
Fun game to play, but the colour scheme is simply terrible.

Jim Henson's Muppets

.49%
Terrible platformer with poor use of colour and poorer playability.

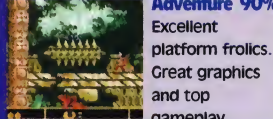
Jimmy White's Cueball

.75%
Interesting baize-basher with good physics and lots of options.

Joust/Defender

.88%
Two classic '80s coin-ops on one cool cart. Bring 'em on!

Jungle Book, The: Mowgli's Wild Adventure



.90%
Excellent platform frolics. Great graphics and top gameplay.

k >

Karate Joe

.80%
Retro action in Rocket's blast-from-the-past budget beat-'em-up.

Ken Griffey Jr's Slugfest

.45%
Just another baseball game, and no better than most of them.

Klax

.89%
Pristine puzzler from the old school. Score with tile patterns.

Kluster

.67%
A *Tetris* clone which captures little of the excitement of the original.

Knockout Kings

.89%
One of the Game Boy's best sluggers. Brill boxing bonanza.

Konami GB Col Vol 1

.73%
Castlevania, *Gradius*, *Probotector* and *Konami Racing*.

Konami GB Col Vol 2

.80%
Parodius, *Block Game*, *Track & Field*, *Frogger*.

Konami GB Col Vol 3

.75%
Pop 'n' Twinbee, *Bikers*, *Mystical Ninja*, *Guttang Guttung*.

Konami GB Col Vol 4

.70%
Gradius II, *Castlevania II*, *Arctic Adventure*, *Yie Ar Kung Fu*.

L >

LEGO Alpha Team

.82%
Interesting *Lemmings*-style puzzler based on the LEGO men.

LEGO Racers

.37%
Duff into-the-screen racer with dull power-ups and poor action.

LEGO Stunt Rally

.17%
Incredibly poor *Scalextric*-style racer. A complete stinker.

Le Mans 24 Hours

.42%
The cars look good, but too hard and too reliant on speed-ups.

Lion King 2: Simba's Mighty Adventure

.68%
Cartoon platformer with cool graphics, but lacking in challenge.

Little Mermaid II: Pinball Frenzy

.82%
Win 16 mini-games on two tables in this sizzling pinball sim.

Logical

.67%
Interesting and original puzzler, but it doesn't quite come off.

Looney Tunes

.70%
No real surprises here, but that doesn't make it a bad game.

Looney Tunes: Carrot Crazy

.80%
More of the same, but better. Looks absolutely sumptuous.

Looney Tunes Collector: Martian Alert

.87%
Pokémon meets platformer with Bugs Bunny as the star.



Looney Tunes Collector: Martian Revenge**.89%**
Another outing for the Looney Tunes boyz, and a cool game.

Looney Tunes Racing**.55%**
Seen-it-all-before driving effort that's too easy and too boring. YAWWWWWN!

Lucky Luke**.78%**
Great fun, but you'll complete it in a few hours. Ideal for beginners.

M >

Madden NFL 2000**.78%**
Nuts-'n'-bolts gridiron game. Only for American footie fans.

Magical Drop**.68%**
Another puzzler in the Tetris mould. A little jaded, but playable.

Magical Tetris Challenge**.80%**
Disney-themed Tetris, but not as good as the original effort.

Marble Madness**.19%**
Dodgy controls make this coin-op conversion near-unplayable.

Mario Golf

.....**.96%**
The game that puts the fun back into golf. Links with N64 version.

Mario Tennis

.....**.94%**
Tennis with character development and N64-transfer compatibility.

Mary-Kate and Ashley Pocket Planner**.80%**
Address book, diary, notepad, games - it's a complete organizer.

Mask of Zorro**.40%**
Yawnsome platform roundabout that plays like a brick.

Matchbox: Emergency Patrol**.75%**
Mission-based madness in the Driver mould, but for the kids. Not bad fun.

Mat Hoffman's BMX**.81%**
Ramps, tricks, stunts. Tony Hawk's on two wheels, but none the worse for it.

Mat Hoffman's Pro BMX**.79%**
Cool two-wheeled extreme sports game for action addicts.

Maya the Bee Garden Adventures**.71%**
Interesting arcade adventure - not bad for the younger gamer.

Mega Man Xtreme**.66%**
Enjoyable blast with many strengths, but far too many silly flaws. Mixed news.

Men in Black**.27%**
Colourful and visually appealing, but gameplay badly flawed.

Men in Black 2**.56%**
Soulless reworking of other platformers; gaping flaws.

Merlin**.70%**
Visually appetising platformer, but too short and samey.

Metal Gear Solid

.....**.95%**
2D sneak-around in which you infiltrate enemy territory.

Mickey's Racing Adventure**.83%**
Kart-style game featuring Mickey and chums. Plays well.

Micro Maniacs**.41%**
The series leaves the vehicles behind in this shoddy, rushed racer. Terrible!

Micro Machines 1 & 2 Twin Turbo

.....**.90%**
Race mini-vehicles over school desks, pool tables and more.

Micro Machines V3

.....**.93%**
Sizzling desktop driver featuring tiny cars, tanks, speedboats and more.

Microsoft Games**.27%**
Dodgy collection of time-killers ported from the PC.

Microsoft Pinball Arcade ..**.68%**
A walk through pinball history with genuine tables reproduced for the GBC. Lacks depth.

Microsoft Puzzle Collection**.40%**
OK for five minutes, but there are better ways of killing time.

Missile Command**.50%**
Classic coin-op, but doesn't work well with a D-pad.

Mission: Impossible**.80%**
Workmanlike visuals sell short what is essentially a great game.

Monkey Puncher**.35%**
Sad monkey-training game that borrows from Pokémon and Tamagotchi.

Monopoly**.71%**
Does anyone want this on the GBC? If you do, this version's good.

Montezuma's Return**.68%**
Simplistic platformer based on an old '80s effort. Not bad.

Moonin's Tale**.39%**
It's for kids, but that's no excuse for the lack of gameplay.

Moon Patrol/Spy Hunter ...**.70%**
Two more relics from the '80s arcades. Short-lived fun.

Mortal Kombat 4**.38%**
Cuts and gore, but no gameplay. A truly awful conversion.

Mr Driller**.85%**
Playable puzzler let down only by its lack of options.

Mr Nutz**.70%**
Run-of-the-mill platformer starring a red squirrel.

Ms Pac-Man Color Special Edition**.80%**
Another retro effort. Wakkka wakkka, wakkka, wakkka...

MTV Sports: Pure Ride**.78%**
Has its moments, but ultimately clumsy and awkward.

MTV Sports: Skateboarding .**.60%**
Lacks the atmosphere and playability of Tony Hawk's 2.

Mummy, The**.53%**
This game defines the term 'mediocre'. Repetitive too...

Mummy Returns**.12%**
Woefully embarrassing game with no redeeming features. Buy it for your worst enemy.

N >

NASCAR Challenge**.38%**
Driving round in circles soon grates. Deathly dull.

NASCAR 2000**.40%**
Good car graphics, but it's still those blessed ovals. Yawn!

NBA In The Zone**.41%**
Bad yank sports games should be dropped into the Atlantic.

NBA In The Zone 2000**.65%**
Not too bad, but still a candidate for a watery grave.

NBA Jam '99**.70%**
Good graphics, but lacks that certain something.

NBA Jam 2001**.71%**
Added polish, but doesn't address some of the series' key flaws.

NFL Blitz 2000**.40%**
The Game Boy isn't the natural home for a gridiron game.

NHL 2000**.40%**
Messy ice hockey game with none of the sport's high-speed thrills.

NHL Blades of Steel**.50%**
Another ice hockey game that shoots wide of the mark.

No Fear Downhill mountain Biking**.76%**
Okayish mountain biking sim that lacks depth, but wins on originality.

Noddy and the Birthday Party**.75%**
This gather-'em-up for kids is pretty good fun. If you're young.

O >

O'Leary Manager 2000

.....**.92%**
Arcade and management sections fuse perfectly in this killer game.

Oddworld Adventures II ...**.55%**
Irritating Abe game. Better than the first effort, but still not great.

P >

Pac-Man: Special Color Edition**.89%**
He's irresistible, especially with a Tetris-style sub-game included.

Painter**.88%**
Retro budget offering that can still raise a smile or two. Could do with level codes.

Paperboy**.48%**
This dodgy cyclist is about as much fun as a paper round.

Perfect Dark

.....**.93%**
Learning curve too steep, but overall this game's almost perfect.

Pitfall: Beyond the Jungle .**.70%**
Retro update of the classic Indiana Jones-style platformer.

Player Manager 2001**.66%**
Packed with features, but O'Leary still wins the cup.

Pocket Bomberman**.79%**
Okayish, but not as good as classic Bomberman games.

Pocket Bowling**.76%**
This ten-pin game is surprisingly playable. Strike!

Pocket GT Racing**.57%**
Into-the-screen racers rarely work, and this is no exception.

Pocket Soccer

.....**.90%**
Five-a-side American style in this fantastic arcade footie game.

Pokémon Blue/Red

.....**.91%**
Graphics suffer due to black and white compatibility, but the game's top.

Pokémon Crystal**.80%**
This special edition version of Gold and Silver offers little new.

Pokémon Gold & Silver .**90%**
The pocket monsters are back in their greatest games yet!

Pokémon Pinball**.78%**
Catch 'em, evolve 'em, collect 'em. Works surprisingly well.

Pokémon Puzzle Challenge ..**.87%**
Great puzzler, but Pokémon connection somewhat tenuous.

Pokémon Yellow**.96%**
Polished and improved update on Pokémons Red and Blue.

Pokémon Trading Card Game **82%**
Cool, but not as much fun as a 'real' Pokémon outing.

Pong: The Next Level**.20%**
It stinks! Buy an old Binatone machine from a car boot sale.

Pop N' Pop**.89%**
Superb puzzler, but what happened to Adventure Mode?

Portal Runner**.59%**
Boring, awkward platformer from the Army Men stable.

Powerpuff Girls**.38%**
Three woeful games which play almost identically and offer no thrills at all.

Power Quest**.80%**
Not a bad little beat-'em-up, but get IK 2000 first.

Power Rangers Lightspeed Rescue**.79%**
Fun platform puzzler. Rescue citizens and beat war bots.

Prince Naseem Boxing**.85%**
Heavy hitter starring The Prince. Has depth and fun in abundance.

Prince of Persia**.90%**
It's an all-time classic, featuring incredible animation.

Pro Pool**.85%**
Neat game of pool, but we still prefer playing down the pub.

Project S-II**.76%**
Retro-style shooter from the old school. Action-packed.

Puchi Carat**.50%**
Interesting idea for a puzzler, but it's ultimately unsatisfying.



Puzzled42%
Yet another puzzler for the Game Boy that misses the mark.

Q >

Quest for Camelot74%
It's no *Zelda*, but it's a competent RPG nonetheless.

Qix Adventures

.....90%
Superb update of the old coin-op. A timeless terrific game.

R >

Rayman

.....92%
Colourful and cute platformer. Looks and plays really well.

Rainbow Islands

.....88%
Cool coin-op conversion, but collision detection wobbly.

Rainbow Six

.....42%
Set your strategy before blasting. Not at home on the GBC.

R-Type DX

.....97%
The best blaster on the Game Boy, bar none. An excellent package.

Rampage World Tour

.....38%
This jaded building basher should never have come to the GBC.

Rampage 2: Universal Tour

.....40%
More of the same, and still rubbish. Should be condemned...

Rampart

.....80%
Build walls, fire cannons, sink ships – medieval madness.

Ready 2 Rumble Boxing

.....68%
The cartoon fighter comes to the GBC, with limited success.

Reservoir Rat

.....80%
Simplistic but fun platformer that will appeal to the kid in us all.

Revelations: The Demon Slayer

.....90%
One of the best RPGs. Appeals to magic-and-monsters fans.

Rhino Rumble

.....81%
The cutest rhino ever stars in a sizzling platform opus. Top stuff!

Rip-Tide Racer

.....20%
Disastrous racer, fails on every level. Can finish it in an hour.

Road Rash82%
Fast and furious biker bash. One of the best into-screen drivers.

Road to Eldorado, The67%
Sumptuous-looking platformer with deathly-dull level design.

Road Champs

.....93%
Excellent BMX stunt outing with great controls and top graphics.

Roadsters

.....45%
Lousy on the Game Boy, just like it is everywhere else.

Robin Hood

.....42%
Could've been cool, but hard-to-see hazards make it a real chore.

Robocop

.....62%
This halfway house between an RPG and a blaster doesn't altogether succeed, but it has its moments.

Robot Wars

.....19%
No gameplay. Embarrassing waste of a potentially-good licence.

Roland Garros Tennis 2000

.....69%
Plays pretty well, but is eclipsed by the superior *Mario Tennis*.

Ronaldo V-Football

.....75%
This one's fun, but isn't as good as it aspires to be.

Roswell Conspiracies: Aliens, Myths & Legends

.....52%
Repetitive. Repetitive. Repetitive. And we repeat, repetitive.

Rugrats in Paris

.....65%
Only really recommended for fans of the *Rugrats* – mediocre.

Rugrats: The Movie

.....78%
Simple platformer, but great fun while it lasts. One for the kids...

Rugrats: Time Travellers

.....70%
More of the same. Not innovative or original, but it's still fun.

S >

Sabrina the Animated Series: Zapped

.....82%
It's for the kids, but nonetheless well designed and executed.

San Francisco Rush 2049

.....45%
Dodgy driver with no speed and terrible bugs. A travesty.

Scooby Doo: Classic Creep Capers

.....72%
Point-and-click adventuring that's great while it lasts, but too short.

Shadowgate Classic

.....50%
3D RPG from the old school. The puzzles are far too illogical.

Shamus

.....61%
Updated version of old Atari game *Berserk*. Soon gets monotonous.

Shanghai Pocket80%
Interesting and relaxing game, but the tiles are difficult to see.

Shrek: Fairy Tale FreakDown

58%
Dodgy beat-'em-up with nice graphics but lousy controls. Too easy to boot.

Smurf's Nightmare, The

.....60%
Nothing dramatically wrong, but lacking spark and flair.

Snoopy Tennis

.....58%
In its own right this isn't a bad game, but there's a MUCH better tennis sim on the GBC. What is it? Look under M...

Space Invaders

.....70%
Aww c'mon – you must know this. Not as good as *Space Invasion*.

Space Invasion

.....80%
The original shoot-'em-up is back. Single-minded blasting.

Space Station Silicon Valley

.....64%
Some much-needed originality here, but doesn't quite come off.

Spawn

.....58%
Great comic, but every *Spawn* game on every console is poor.

Speedy Gonzales: Aztec Adventure

.....83%
Cute platformer starring the fastest rodent in the West.

Spider-Man

.....69%
Looks great and plays well, but must the controls be so fiddly?

Spider-Man 2: TSS

.....68%
Good platform blasting action, but lacking in variety.

Spirou: The Robot Invasion

.....80%
Another platformer, but games as good as this are always welcome.

Spongebob Squarepants

.....42%
Platformer tedium designed for toddlers. Technically inept too.

Spy Vs Spy

.....89%
Set traps to trip your foe in this hilarious action game.

Star Wars Episode I Obi Wan's Adventures

.....70%
The level design's great, but weak controls hamper this shooter.

Star Wars Episode I Racer

.....86%
Ultra-fast racing and a well balanced difficulty curve.

Stranded Kids

.....70%
RPG with the emphasis on object-based puzzles. Pretty good.

Supercross Freestyle

.....53%
Weak graphics and simplistic gameplay spoil this bike racer.

Street Fighter Alpha

.....80%
One of the best beat-'em-ups ever is super-cool on the GBC.

Super Mario Bros DX

.....98%
Is this the Game Boy's finest hour? It's certainly the best platformer...

Tomb Raider: Curse of the Sword

.....90%
Fiddly at first, but action-packed, thrilling and brilliantly put together. A must for Lara fans.

Supreme Snowboarding50%
Tricks and trips in this cartoony extreme sports game.

Suzuki Alstare Racing

.....70%
Okayish into-the-screen racer on motorbikes. Worth a look.

SWIV

.....60%
Perfect conversion, but too fast for the small screen. Impossible.

T >

Tasmanian Devil: Munching Madness

.....80%
Psychotic sensations with the lean, mean eatin' machine.

Tech Deck Skateboarding

.....88%
Fun, but a bit repetitive. Top tongue-in-cheek action.

Test Drive 6

.....70%
A good viewed-from-above driver, but not as good as *TOCA*.

Tetris DX

.....89%
Tweaked for the GBC, but the graphics show their mono roots.

The Simpsons: ...Treehouse

.....73%
Too short to be a classic, but its multi-genre levels basically work.

Thunderbirds

.....90%
Control all the craft as you defeat the evil Hood. FAB...

Tiny Toon Adventures: Dizzy's Candy Quest

.....82%
Puzzle-filled cartoon capers that really makes you think. Ideal handheld fodder.

Titus the Fox

.....33%
Terrible platformer with lazy graphics and half-hearted designs.

Tiger Woods PGA Tour 2000

65%
Serious golf sim for purists. The cartoony *Mario Golf* still rulez...

TOCA

.....96%
Intricate driving physics make this the best driver on the Game Boy.

Tom & Jerry in Mouse Attacks

75%
Unoriginal platformer that plays pretty well. Good sub-games.

Tom and Jerry

.....60%
A little flat, and too damned tricky for its own good. Looks cool.

Tomb Raider

.....97%
The immortal series storms the GBC with this platforming classic.

Tonic Trouble64%
Average game that shamelessly rips off *Rayman*. Mediocre.

Tonka Raceway

.....40%
Throwaway bit of fun, but too short to justify buying it.

Tony Hawk's Skateboarding

45%
Nowhere near as good as the Hawkster's PlayStation outings.

Tony Hawk's Pro Skater 2

82%
The skate king's second outing is a much better game than the first.

Toonsylvania

.....78%
Same old story – good visuals but formulaic level design.

Tootuff

.....59%
Flawed boardgame where you spend half the time watching others play.

Top Gear Rally

.....79%
Nothing much wrong with this driver, but it's nothing special.

Top Gear Rally 2

87%
Fast, slick, action-packed – all a driving game should be.

Top Gun

.....83%
Flying thriller in the *Desert Strike* mould. Extremely hard, but fun and rewarding.

Towers: Lord Baniff's Deceit

70%
A superb technical achievement, but far too repetitive.

Toy Story 2

60%
Bland and lifeless platformer – not a disaster, but fails to shine.

Toy Story Racer

69%
Top 3D effects, but the trade-off is weak graphics. Limited fun.

Trick Boarder

71%
Challenging snowboard racing, but dodgy collision detection.

Triple Play 2001

41%
Yet another dreary baseball sim. Almost as boring as the real sport.

Turok 2: Seeds of Evil

60%
Mediocre effort disappoints fans of the N64 version.

Turok 3: Shadow of Oblivion

70%
The best *Turok* game on the GBC, but that's not saying very much.

Turok: Rage Wars

63%
This is just an attempt to cash in on the *Turok* name. Dull.

Tweety's High-Flying Adventure

61%
Cartoony platformer for kids, but lacks the necessary variety.

U >

UEFA 2000

70%
First-Division, but not in the Premier League.

Ultimate Fighting Championship19%
Useless beat-'em-up you can beat by using one move.

Ultimate Paintball24%
What a waste of money! Dodgy controls and worse graphics.

Universal Monsters: Dracula .62%
Nothing special. No character progression, no plot and no match for Zelda.

Uno80%
A card game comes to the GBC and works! Hold the front page...

V >

V-Rally Championship Edition '9985%
One of the better into-the-screen racers. Has speed and style.

Vegas Games39%
Pointless gambling game – no fun with pretend money.

VIP38%
Sloppy multi-genre romp. You can finish it in an hour...

Vigilante 871%
Scorching car combat is let down by dodgy driving controls.

W >

Wacky Races89%
The wildest, wackiest into-the-screen racer ever. It's great!

Wario Land II90%



From the world of Mario comes this excellent platformer, starring the baddie.

Wario Land III94%



Another sizzling platformer from Nintendo, kings of the genre.

Warriors of Might and Magic 72%
Fearsome fighting action adventure. Characters a bit small.

WCW Mayhem76%
A fair wrestler, but the definitive version of the sport eludes us.

WDL Thunder Tanks29%
Tragically flawed and virtually unplayable, this is a real disaster.

Wings of Fury80%
Despite mediocre graphics, this is one of the GB's better shooters.

Winnie The Pooh: ...100 Acre Wood85%
Lots to do and plenty to see in this kiddie multi-genre game.

Woody Woodpecker: Escape From Buzz Buzzard's Park78%
Run-of-the-mill platformer for younger gamers.

Woody Woodpecker Racing .70%
Embarrassing graphics, good driving model, mediocre game.

Worms Armageddon91%



Turn-based combat with the wiggly ones. Hilarious and cool.

WWF Attitude86%
The best bone-bender on the Game Boy. Polished and slick.

WWF Wrestlemania 2000 .79%
Lacks some of the panache and sparkle of Attitude.

X >

X-Men Mutant Academy40%
Terrible beat-'em-up you can complete by tapping 'A'.

X-Men Mutant Wars29%
The sequel to *Mutant Academy* plays even worse...

X-Men: Wolverine's Rage .. .78%
Reasonable platform fighter, but nothing ground-breaking.

Xena: Warrior Princess38%
This game achieves the impossible. It makes Xena look ugly. And clumsy.

Xtreme Sports79%
Looks good and plays well, but doesn't last long. Only five sports.

Xtreme Wheels85%
Balance speed and energy conservation in this BMX racer.

Y >

Yars' Revenge73%
Fearsome retro game from Atari. Great fun but too hard.

Yoda Stories29%
The force is not with this. More like *The Farce*...

Z >

Zelda: Link's Awakening DX 98%



Coloured-in version of what's arguably the Game Boy's finest hour.

Zelda: Ocarina of Ages91%



Superb RPG with the emphasis on puzzle-solving. Links with Seasons.

Zelda: Ocarina of Seasons .. .91%



Superb RPG with the emphasis on combat. Links with Ages.

Zidane Football Generations .78%
Works well, but stupid flaws keep it out of the Premier League.

Army Men Advance73%

A solid and fun shoot-'em-up, but lacks the imagination to take it that stage further. Fun, but derivative.



BackTrack82%

Limited as a one-player game, but in multiplayer mode it really comes into its own. Loads of deathmatch-type games.



Bomberman Tournament92%

Superb return to 2D form for Bomberman. One of the greatest multiplayer games of all time, and a blast on the Advance.



Castlevania: Circle of the Moon79%

As good as any Castlevania game, but fails to take the series forward.



ChuChu Rocket91%

Fantastic multiplayer rodent-catching puzzler which works well on your own too.



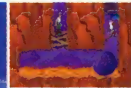
Denki Blocks!92%

Astounding puzzler that emphasises brainpower rather than co-ordination. A true GBA classic and no mistake.



Disney's Atlantis: The Lost Empire48%

A really great game engine, with gameplay as an afterthought. So workmanlike its jeans hang over its bum.



Earthworm Jim70%

This whacked-out platformer from the SNES features some of the weirdest humour ever, but no real surprises.



F-Zero: Maximum Velocity93%

Brilliant racing action, brought to life with superb opponent AI.



Final Fight One69%

This scrolling beat-'em-up is looking dated. Walk up to a baddie and belt him until he falls, then move onto the next.



Fire Pro Wrestling82%

In its own right this is a very good wrestling sim, but it's let down by stealing too many ideas from other games.



GT Advance66%

A game of two halves. Brilliant depth and sense of progress, average racing.



GT Championship82%

An into-the-screen racer that shows what the GBA can do, but it's not the classic driver we're all waiting for.



High Heat Major League Baseball 2002 ... 87%

Fluid animation and a great learning curve make this one a surprise hit. Will even appeal to non-swat fans!



Hot Potato!83%

Scrolling puzzler where you match coloured potatoes to make them disappear. Works really well too.



Iridion 3D37%

A woeful effort. As a programmer's demo it really shows what the Advance can do, but unfortunately they forgot to put the game in.



Jurassic Park III: DNA Factor38%

Absolutely useless run-along with a plot that makes no sense, appalling graphics and animation and gameplay that's extinct.



Konami Krazy Racers81%

This Mario Kart rip-off works well, but you need more than one copy to multiplayer.



Kuru Kuru Kururin91%

Terrifyingly tricky, but tantalisingly taxing, this pristine puzzler's a peach.



Lego Island 2: Brickster's Revenge70%

Kiddie RPG that's fun at first, but quickly becomes monotonous. Needs an occasional change of pace, and a stronger plot.



LEGO Racers 277%

The game's RPG elements (yes, RPG elements) let it down. Mario Kart Super Circuit is still the king of the kart sims.



Mario Advance90%

Not the blockbuster we hoped for, great game in its own right.



Mario Kart Super Circuit93%

One of the greatest racers ever explodes onto the Advance. Mixes the best elements from Mario Kart on the SNES and on the N64.



Mr Driller 258%

Fatally flawed coin-op conversion. Not enough here to justify the asking price.



MX 200263%

The sound reminds you of vacuum cleaners, the tracks all look the same and the racing is decidedly second rate.



Pinobee: Wings of Adventure56%

A mediocre platformer that tries, and fails, to be another Rayman. Look elsewhere.



Pitfall: The Mayan Adventure72%

Great graphics and animation, but ultimately this platformer is merely better than average. Controls awkward, and Harry's reactions slow.



Rayman Advance94%

This is the best launch title on the Advance. A superb conversion of the PlayStation hit.



Ready 2 Rumble Boxing: Round 223%

On launch day, this was the Advance's lowest blow. Your fist speed is stupidly slow and the perspective's awful.



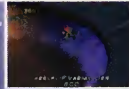
Spider-Man: Mysterio's Menace87%

What it lacks in originality, it makes up for in style. Spidey looks great as he swings between buildings, and the levels are superbly designed.



Tony Hawk's Pro Skater 293%

Stunning visuals, precision controls, variety – it's got the lot! A real classic, and one of the best launch titles.



Tweety and the Magic Gems46%

Cartoon capers with the Looney Tunes crew, but it fails to excite. Sub-games variable in quality, and boardgame theme bores.



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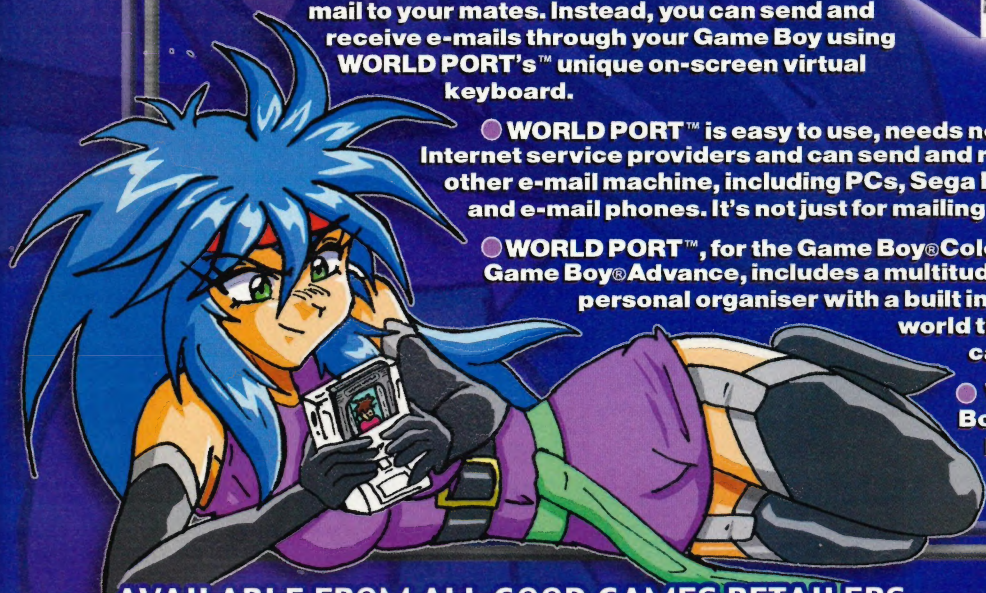


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FALL OUT!

Chilling thrills from next month's GBX...

SPYRO: SEASONS OF ICE

The cutest dragon ever to grace a game is back in an all-new adventure. We check out this high-flying fire-breather.



ISSUE SIX ON SALE: 8th November, 2001

NO RULES: GET PHAT

This skateboarding platformer with attitude is shaping up to be a real killer. Next month it gets the GBX treatment...



PREHISTORIK MAN

It didn't set the world alight on the SNES, but maybe with a Game Boy Advance makeover it can thrill. We find out next month...



MECH PLATOON

Is the Advance's first real-time strategy scrap a Command & Conquer conqueror, or just another pretender? Next month we go to war...



PLUS...

Steven Gerrard's Total Soccer 2002, Phalanx, Planet Monsters, Kao the Kangaroo, Men in Black, Shaun Palmer Pro Boarder, Tang Tang and many more!

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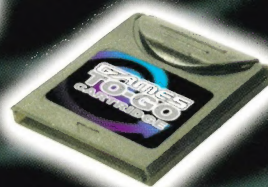
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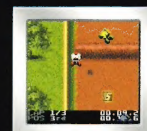
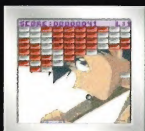
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WE'VE GOT THEM ALL!

Unlock game secrets and access all areas with Action Replay Xtreme™, the most advanced cheat cartridge available for Game Boy® Color and Pocket™.

Action Replay Xtreme™ is jam-packed with thousands of cheat codes for the hottest games. Infinite lives, have all weapons, unlimited health...they're all just a button press away!



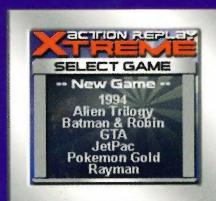
- Packed with tons of ready-made, unofficial cheats for even the toughest games
- Thousands of cheats available for Pokémon Gold, Silver, Crystal, Blue, Red, Yellow, etc
- Create your own custom-made cheats using Action Replay's built-in Code Generator, then share them with your friends!
- Fully updateable with new codes for the latest games, by phone, web or in GBX Magazine
- Exchange cheat codes with your friends - any time, anywhere - via infra-red (GBC only)
- Easy to use menu system and comprehensive instruction manual
- Unique Snapshot feature lets you "freeze" your game at any time, then return to your saved position later.
- Connect your Game Boy® via any PC to the internet (cable and CD supplied). Now you can swap cheat codes Action Replay™ via e-mail!



MAIN MENU



CODE ENTRY



GAME SELECTION



INFRA-RED LINK



GO ONLINE



WEB SITE

www.codejunkies.com

AVAILABLE FROM ALL GOOD GAMES SHOPS INCLUDING:



HMV

COMET



GAME

...AND OTHER LEADING GAMES STORES.

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